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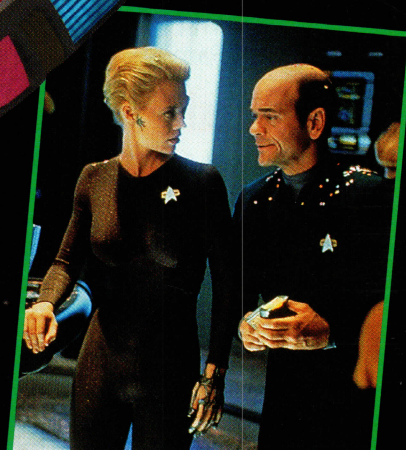
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THE OFFICIAL STAR TREK® FACT FILES 177



24th-Century Leisure
Diverse forms of recreation



The EMH and Seven of Nine
Social lessons from a holographic tutor

Quark's Ferengi Family
Unconventional relatives

Romulan Conflicts
Victory through stealth

The U.S.S. EQUINOX
Violating the Prime Directive



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THE ROMULAN
STAR EMPIRE

The Guide to the STAR TREK Galaxy

FILE 12

CARD 2



THE ROMULAN
STAR EMPIRE

ROMULAN CONFLICTS

Born out of a bloody civil war and descended from pre-Surak dissidents, the **Romulans** are a race to be feared on the field of battle. They combine a keen intellect with the ferocious passion of their ancestors.

The **Romulan Star Empire** has a long and often bloody history of conflict with other races, from their rebellious beginnings on the planet **Vulcan** through to their aggressive stance toward the **Dominion**. War for the Romulans is not usually an end in itself, but a means through which they can further the expansion of their military empire.

The Romulans are fierce and determined foes who pose a strong challenge for any race that goes into battle against them. Despite their conquests, and their reputation throughout the Galaxy as cunning strategic planners who must never be underestimated, the Romulans are not unbeatable. They have lost military campaigns in the past, and such events have led to long periods of isolation, and short-lived alliances with former enemies in an bid to gain the upper hand.

The history of Romulan

conflict begins in the first century AD (Earth calendar) on **Vulcan**. A group of dissidents who did not accept the non-violent teachings of **Surak** departed the planet and discovered the future homeworlds of **Romulus** and **Remus**. True to the violent and passionate nature of pre-Surak Vulcans, the dissidents continued their warrior ways, despite the agonizing series of wars that wrack the planet. Logic and peace, the major tenets of Surak's philosophy, were not respected by the dissidents. They were seen as signs of weakness, but also as signs of change, which they found threatening.

Birth of an empire

This disagreement over the future direction of **Vulcan** is what ultimately spawns the **Romulan Empire**. After 100 years of war, relations between the two races remain virtually nonexistent. In 2364, however, tensions rise

again when a Romulan plot to invade **Vulcan** is foiled.

Another major Romulan battle took place in 2156, when full-scale war broke out with **Earth**. The battle was fought with primitive prewarp ships and atomic weapons, and lasted until 2160, when the Romulans were defeated by a large margin at the **Battle of Cheron**. This significant historical setback for the Romulans paved the way for a new set of boundaries in space.

Cold war

Following the war's end, a peace treaty was negotiated that created the **Neutral Zone**. The light year-wide zone was supposed to act as a deterrent to keep both Romulans and the members of the **United Federation of Planets** from crossing into each other's territory, but it instead created a 'Cold War' mentality for over 100 years. During this time, the Romulans develop cloaking



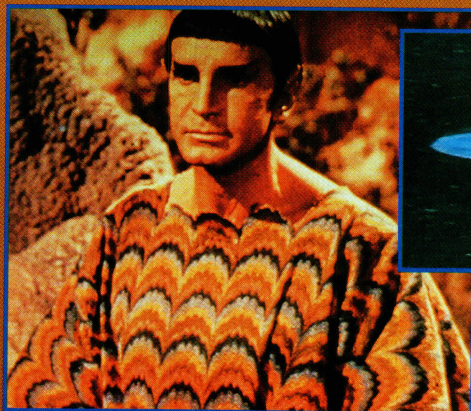
In 2364, the Romulans investigate the destruction of their outposts and venture across the Neutral Zone. This ends their period of isolationism.

technology that is able to mask their ships' signature and appearance. Despite incurring heavy losses in some key battles, the Romulans do not give up fighting. They are proudly arrogant when it comes to conflict, and when necessary, test the resolve

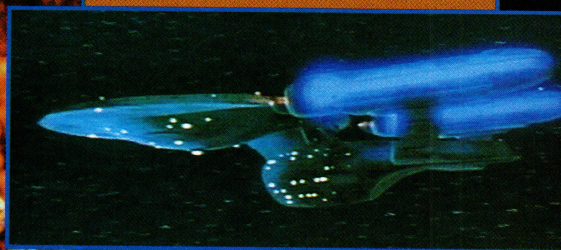
of enemies such as the **Federation** by goading them into fighting back.

Romulan conflicts with **Earth** are relatively recent, while bad blood between Romulans and **Klingons** dates back many centuries. Romulans despise the brutality inherent in the

In 2266, the Romulans test the strength of their Federation enemies by crossing over the Neutral Zone in a prototype cloaked ROMULAN BIRD-OF-PREY.



The Romulans are descended from Vulcan dissidents who disagreed with Surak's philosophy.



The U.S.S. ENTERPRISE NCC-1701-C responds to a distress call from Klingons on the planet Narendra III. The Starfleet crew die in their attempt to protect the outpost from Romulan aggressors.



 **The Klingons** have a long history of conflict with the Romulans. In 2270, Kor scores a decisive victory over the Romulans in the Battle of Klach D'Kel Brakt.



THE ROMULAN
STAR EMPIRE

The Guide to the STAR TREK Galaxy

FILE 12

CARD 2

ROMULAN CONFLICTS



THE ROMULAN
STAR EMPIRE

ROMULAN FACTS



In 1971, a century-long war between the Romulans and Vulcans begins due to a misunderstanding caused by Quinn, a member of the Q Continuum. By 2071, neither side has won and the fighting ceases.



The devoted Garak helps Captain Sisko to bring the Romulans into the Dominion war.



 Not all Romulans are obsessed with military expansion. In the interests of Galactic peace, Admiral Jarok warns the Federation of a planned Romulan assault on Nelvana III in 2366.



Klingon way of life, preferring the subtleties and political machinations of their own culture. Despite this, an alliance against a common foe – the Federation – in 2268, results in the sharing of military intelligence and technology between the two races, such as ship designs and cloaking devices.

By the 2270's, however, the alliance is on shaky ground. At the **Battle of Klach D'Kel Brakt** in 2270, the Romulans are defeated, and a subsequent plot to

prevent the Klingons from entering into peace negotiations with the Federation is exposed.

Loose coalition

In the wake of the defeat, the Romulans continue to conspire against the Klingons, and put together a loose coalition of like-minded allies. Attacks in 2344 and 2346 against Klingon settlements, at **Narendra III** and **Khitomer** respectively, unwittingly set the stage for peace between the Federation and the Klingons. The

massacres of thousands of innocent Klingon civilians by the Romulans solidifies the hostile and violent nature of the relationship between the two old enemies.

The Romulans also take part in the infamous **Tomed Incident** of 2311, a particularly brutal attack during which thousands of Federation lives are lost. The battle leads to the establishment of the **Treaty of Algeron**, which reaffirms the boundaries of the Neutral Zone. The treaty states that any violation of those boundaries by either

side will be considered an act of war. This also contributes to a period of Romulan isolationism that lasts until 2364. During this time no Romulan conflicts are observed, although a long term Romulan policy of attempting to destabilize the Klingon government through secret operations begins in 2340.

Federation alliance

Later in the 24th century, the Romulans become involved in the ongoing conflict with the Dominion. Following evidence of a planned Dominion invasion of Romulus in 2374, the Romulans declare war on the Dominion and join the Federation-Klingon alliance that is fighting the **Gamma Quadrant's Founders**. The Romulans, who pride themselves on their stealth and treachery, are tricked into joining the war through the efforts of Federation **Captain Benjamin Sisko**, who plants incriminating

evidence in the wake of a ship explosion that kills a Romulan official. Rather than going on the offensive in this conflict, as the Romulans usually do, they find themselves in a defensive position, joining forces with other **Alpha Quadrant** races to repel an invasion that could destroy all of them. Ultimately, the Romulans play a key part in the climactic battle against the Dominion's forces that culminates in the signing of a peace treaty with the Dominion in 2375.

In the end, Romulan history reveals a litany of disputes, attacks, and both short and long term episodes of war. It is this type of history that the original Vulcan dissidents who founded the Romulan Empire wished for when they left their planet. Romulan culture thrives on political and military conflict, and as long as Romulans and Vulcans stay separate, Romulan history will continue to be written in the spilled blood of others.



Senator Kimara Cretak heads the Romulan troops on **DEEP SPACE NINE**.

COPING WITH CLOAKING

Treaty violations

It is not only the Romulans who are guilty of treaty violations. In 2370, Starfleet is contacted by the Romulan High Command when a **Romulan Warbird** discovers a piece of debris from a Federation vessel. The ship in question is the **U.S.S. Pegasus NCC-53847**, and it is equipped with an experimental phasing cloak – a direct violation of the Treaty of Algeron.



 **Commander Sirol**, of the **ROMULAN Warbird TERIX**, is investigating the find of Federation starship debris in the Devolin system.

 **Admiral Erik Pressman** enlists the aid of his former helmsman, **Commander William Riker**, to ensure the phasing cloak is not discovered.





THE UNITED FEDERATION
OF PLANETS

The Guide to the STAR TREK Galaxy

FILE 7

CARD 13



THE UNITED FEDERATION
OF PLANETS

24th CENTURY LEISURE PURSUITS

Even in the 24th century, as starships explore the Galaxy, and Federation citizens can choose from a plethora of life styles and careers, the pursuit of leisure time to make life more interesting and worthwhile is still a popular goal.

The years leading up to the 24th century see a plethora of scientific and technological advances in many fields. As modern inventions make life ever easier for the citizens of the **United Federation of Planets**, leisure time increases and the need to fill it with worthwhile pursuits becomes all the more important.

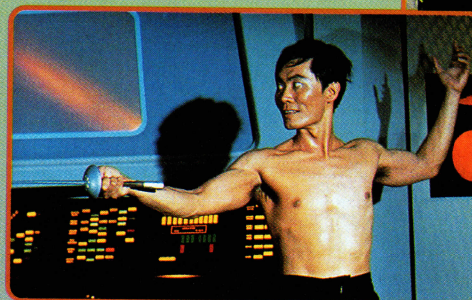
By the 2370's, an individual can choose from a whole range of hobbies. Many of them date back thousands of years, others have been developed more recently, and even more have been introduced to the human race by alien cultures it has come into contact with over the years.

Sport still plays an important part in the leisure activities of the 24th

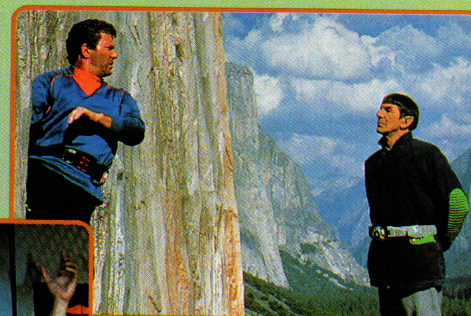
century. Some competitive sports, such as marathon running, soccer, wrestling, and tennis, have changed little over the years. A century apart, **Hikaru Sulu** of the **U.S.S. Enterprise NCC-1701**, and **Jean-Luc Picard** of the **U.S.S. Enterprise NCC-1701-D**, are both keen fencers.

Rise and fall

Other sports have fallen in and out of favor before reaching their current level of popularity; baseball, for example, has undergone a recent resurgence of interest and is now embraced by many cultures within **Starfleet**, including the **Vulcan** crew of the starship **U.S.S. T'Kumbra**. Sports from other planets, such as **Galeo-Mandala wrestling** and **Bajoran springball**, have become popular with **Starfleet**



personnel. The latter supports a professional league on its home planet, and is a popular spectator sport in addition to giving hours of pleasure to the people who choose to take part in it. Many facilities field sports teams that challenge crews from other starbases and starships; the **U.S.S. Enterprise NCC-1701-D** maintains a **parrises squares** team, while the crew of **Deep Space Nine** form an enthusiastic, if not



▲ **Go climb a mountain**
James T. Kirk chooses to climb a mountain the old-fashioned way, while **Spock** uses **antigravity boots**.



▲ **Fencing**
The Psi 2000 virus brings **Hikaru Sulu's** love of fencing to the fore.

▶ **Baseball**
Even the Ferengi barkeep Quark has been known to play the old Earth game of baseball.

especially successful, baseball team, the **Niners**.

The ability to enjoy competitive team sports has been made much easier by the development of **holodeck** technology, which effectively adds full sized sports pitches to even the smallest starship or starbase. In addition to reproducing tennis courts and baseball fields, the holodeck also allows crew members to indulge in 'outdoor' pursuits, such as horseback riding, white water kayaking, cliff diving, skiing, and rock climbing. Many personnel, however, wish to enjoy the real thing in vast areas of national beauty, such as the **Yosemite National Park** on Earth, which has been set aside for camping and hiking. In the modern world, many people, including

James T. Kirk and the **Crusher** family, like nothing more than to leave modern technology behind for a few days and rediscover nature.

Fantasy games

The holodeck is perhaps the single most important development in the 24th-century leisure industry. It can literally take you to any time, any place, and any location, from the forbidding mansion of an 18th-century Gothic romance, to the deserts of Mars, to the gangster-ridden world of Earth's 1930's. In such holographic scenarios, Federation citizens can forget who they are and become anyone they want to be. **Lt. Commander Data** and **Chief Engineer Geordi La Forge** particularly like to play

EATING AND DRINKING

Food to be savored

Food and drink still play an important part in the leisure culture of the 24th century, with many people far preferring home cooked dishes to replicated meals. **Captain Sisko's** father, **Joseph**, runs a **Creole** kitchen on Earth, where all dishes are prepared by hand, and he has passed his enthusiasm on to his son, who is also a keen cook. Restaurants and bars often form the social centers of starships and starbases, such as **Ten-Forward** on the **U.S.S. Enterprise NCC-1701-D**, and **Quark's** bar on **Deep Space Nine**. The latter facility also boasts a number of restaurants serving different cuisines, including **Klingon** and **Cardassian** dishes as well as the local **Bajoran** fare.



▲ **Joseph Sisko** is the proprietor of a **Creole** restaurant, **Sisko's**, in **New Orleans** on Earth. He serves home cooked, gourmet food.

◀ **The U.S.S. ENTERPRISE NCC-1701-D** provides a social area, **Ten-Forward**, where crew and civilians alike can meet, eat, and talk.

▼ *The Ferengi game of tongo is one of risk and chance. Participants use cards and a roulette-type wheel, and attempt to win as much latinum as possible. Jadzia Dax is a very successful player, and even takes on Grand Nagus Zek.*



▲ *Music is still enjoyed in the 24th century. Spock, for example, plays the Vulcan harp.*

the parts of Sherlock Holmes and Dr. Watson, while **Ensign Tom Paris** has created a holodeck program in which he plays a 1930's-style science fiction hero, **Captain Proton**. **Chief Miles O'Brien** and **Dr. Julian Bashir** enjoy reenacting battles from Earth's history, including the Alamo of the American Wild West.

Even this remarkable technology, however, has not completely replaced many of the traditional pastimes that have endured for centuries. Music is still extremely important to many cultures, and traditional instruments such as the piano, clarinet, and jazz trombone are still in use. In fact, the genetically engineered inhabitants of the **Genome Colony** on **Moab IV** consider musical talent to be so important that proficiency in playing

the piano is one of the traits they deliberately breed into their offspring.

Music can be an ideal way to bring different cultures together, and a popular festival is held regularly by the **Ktarians**, drawing enthusiasts from all over the Galaxy. Other forms of music are less popular outside the culture that invented them; loud and raucous **Klingon opera** is something of an acquired taste, as is the discordant **Alba Ra** of the **Talarians**.

The gentle tones of the **Vulcan harp**, on the other hand, are more widely appreciated.

Social pastimes

Gambling still plays an important part in the leisure time of the 24th century, even though the Federation has largely eliminated the need for currency. **Tongo** and **dabo** are both popular games of chance, as is the traditional Earth card game of poker. These games are often played in public areas

such as bars, which can incorporate other social pastimes, including darts – a favorite of **Chief Miles O'Brien** – and **dom-jot**, a game similar to Earth's snooker or pool, which is itself still popular. The success and proliferation of bars well into the 24th century is perhaps, however, an indication that the most popular leisure pursuit of all remains spending time with one's friends, a pastime that is unlikely to ever go out of fashion.



THE UNITED FEDERATION
OF PLANETS

The Guide to the STAR TREK Galaxy

FILE 7

CARD 13

24th CENTURY LEISURE PURSUITS



THE UNITED FEDERATION
OF PLANETS

GALAXY FACTS

- ▶ Entire planets have been dedicated to leisure pursuits, such as **Risa** and the amusement park planet.
- ▶ Painting is still a popular pastime. The android **Lt. Commander Data** is a keen artist.

▶ *Captain Kathryn Janeway plays the part of Queen Arachnia in the Captain Proton program.*



▶ *A favorite holiday resort is the peaceful and hedonistic planet Argelius.*

DANGEROUS GAMES

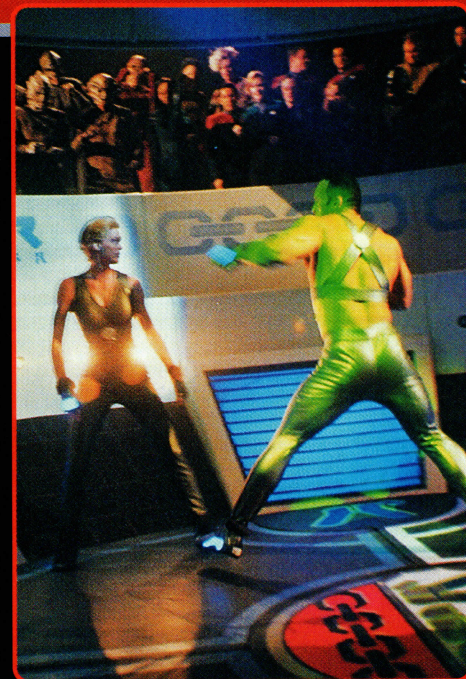
Blood sports

Not all leisure pursuits enjoyed by other races appeal to Federation citizens. Unfortunately, many cultures still indulge in 'sports' that inflict great suffering on some individuals – a practice that the Federation will not tolerate. In some cases, the Starfleet officers who encounter such practices will put a stop to them, but in others the Prime Directive prevents them from doing anything other than banning such behavior on Federation territory. For example, the Federation can do nothing to intervene in the ritual hunting of the **Tosk** by a **Gamma Quadrant** race that breeds the hapless creatures precisely for this purpose. The **U.S.S. Voyager NCC-74656** crew, on the other hand, offer to share their holodeck technology with the **Hirogen**, whose entire culture appears to be based on hunting. This act may save other races from the wrath of these vicious hunters as they take their 'sport' into the realms of virtual reality.



▶ *In 2374, the Hirogen commandeer the U.S.S. VOYAGER and place the crew in a World War II holodeck scenario. Captain Janeway has to play a resistance spy.*

▶ *In 2376, Seven of Nine is kidnapped, trained as a gladiator by a Hirogen, and then forced to fight to the death in the Tsunkatse arena.*



SHIP:

U.S.S. ENTERPRISE NCC-1701

FACILITY:

SHUTTLEBAY

The shuttlebay provides a vital service aboard the *U.S.S. Enterprise NCC-1701*, acting as the starship's sole launching and landing area. It also offers storage, repair, maintenance, and refit facilities for Starfleet shuttlecraft.

The shuttlebay of the *U.S.S. Enterprise NCC-1701* serves several important purposes.

Its primary function is to provide a launch and landing area for **Starfleet** shuttlecraft, including the *Enterprise's* own pair of 24-foot long shuttles, the *Galileo NCC-1701-7* and the *Columbus NCC-1701-2*. The shuttlebay also acts as a storage and maintenance facility where shuttlecraft can be repaired, refueled, or fitted with new equipment.

The shuttlebay, which is also referred to as the hangar deck, is designed to maximize the ease with which shuttlecraft can be launched and received. Located in the aft section of the engineering hull, the shuttlebay is a large, somewhat rectangular area, approximately equivalent in length to a football field found on Earth. The shuttlebay features a high, cathedral-like ceiling with light panels, as well as a curved archway with clamshell doors through which shuttlecraft enter and exit. At least eight other light banks are positioned throughout the shuttlebay, three each about halfway up the walls opposite the shuttlecraft launch pad, and one on each side of the curved hangar doors. When the bay is depressurized and the hangar doors begin to open, the effect can be almost blinding. The shuttlebay is flooded with artificial white light that offsets the vast darkness of space. When the bay is pressurized, however, the color of the walls appears to be a deep blue. With a shuttlecraft's engines beginning to roar, take-offs appear to be highly dramatic, though in actuality they are quite routine. As soon as the exiting shuttlecraft has slid through the doors and out into space, the doors slowly begin to close, and the shuttlebay environment pressurizes again.

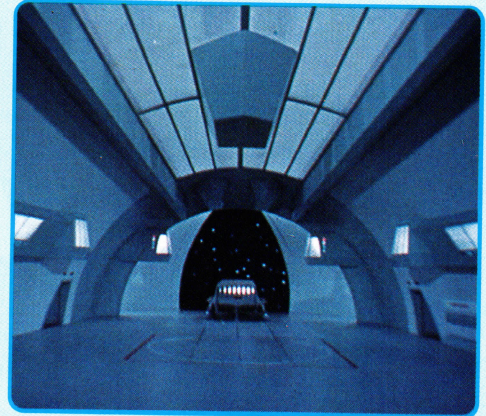
Recent classes of **Federation** starships often include more than one shuttlebay, but

Constitution-class ships, such as the original *Enterprise*, have just one. Since shuttlecraft are used only for short range missions, including search-and-rescue sweeps and transportation to and from starbases, it is not essential for the *Enterprise* to have more than one shuttlebay. As shuttlecraft technology improves, however, so the reliance on these small vehicles has grown, making it prudent for starships to be equipped with additional shuttlebays.

Curved construction

The walls of the *Enterprise's* shuttlebay are another interesting feature. In keeping with the curved design of the shuttlebay, the interior walls slope away from the exit, meaning that the space inside the shuttlebay is much larger than it appears from outside, based on the size of the hangar doors. This is perhaps a defensive maneuver to keep other ships from attempting to enter the shuttlebay, or possibly to land in it. The left wall also features a control panel filled with blue lights, which most likely indicate that the shuttlebay is ready to proceed with either a take off or landing. Most functions of launching or receiving a shuttlecraft are controlled from the bridge, although personnel piloting a shuttlecraft have their own responsibilities as well. They must be ready to assume control of the shuttlecraft once it leaves the safety of the *Enterprise*, and to check their instrument readings in order to determine whether or not they have a "go" for launch.

The floor of the shuttlebay is a smooth, flat surface. With the exception of the circular launch pad, which is outlined by a red square, the floor has no other significant features. The launch pad is not located directly by the hangar doors but in the center of the shuttlebay, so therefore the shuttlecraft must travel a short

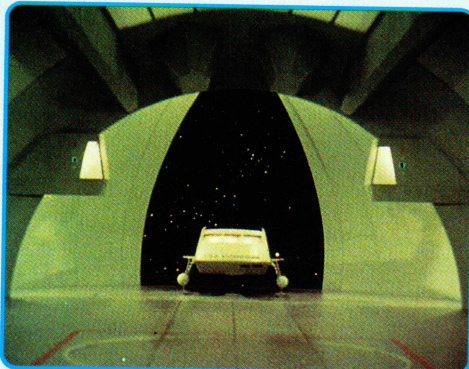


▲ Shuttlecraft enter or exit the *U.S.S. ENTERPRISE NCC-1701* shuttlebay via arch-shaped hangar doors. The hangar doors open relatively slowly, while the shuttlebay is depressurized.

distance along the floor toward the hangar doors before lifting off into space. This necessitates the smooth, reflective ground surface, which also contributes to the bright lighting effect when shuttlecraft enter or leave.

Reliable service

The shuttlebay's size makes it ideal for additional storage, though it is unclear if anything other than shuttlecraft are regularly housed there. Regardless of what the shuttlebay is used for, the space serves a vital purpose on the *Enterprise*, since shuttlecraft often allow for scientific exploration in situations where other means of transportation are either impractical or impossible. Despite the odds, no serious accident has been reported during a take-off or landing of a shuttlecraft on the shuttlebay, which is testament to the safety protocols in place, as well as to the sophistication of the equipment and the skill of shuttlecraft pilots. For that reason, there are perhaps no more comforting words than those spoken by an *Enterprise* helmsman on the bridge at the end of another successful shuttlecraft mission – "Hangar doors closed. Hangar deck pressurizing."



▲ The curved hangar doors help to disguise the large interior space of the *ENTERPRISE* shuttlebay, thereby discouraging hostile vessels from attempting to enter this secure area.



▲ The *ENTERPRISE* crew board and disembark from their shuttlecraft in the starship's shuttlebay. The area is also used for welcoming ceremonies for visiting dignitaries.



▲ Ambassador Sarek and his wife Amanda rendezvous with the *ENTERPRISE* on a shuttlecraft in 2267. For visitors of their status, Captain Kirk and his senior officers are present in the shuttlebay to greet them.



U.S.S. ENTERPRISE NCC-1701 SHUTTLEBAY



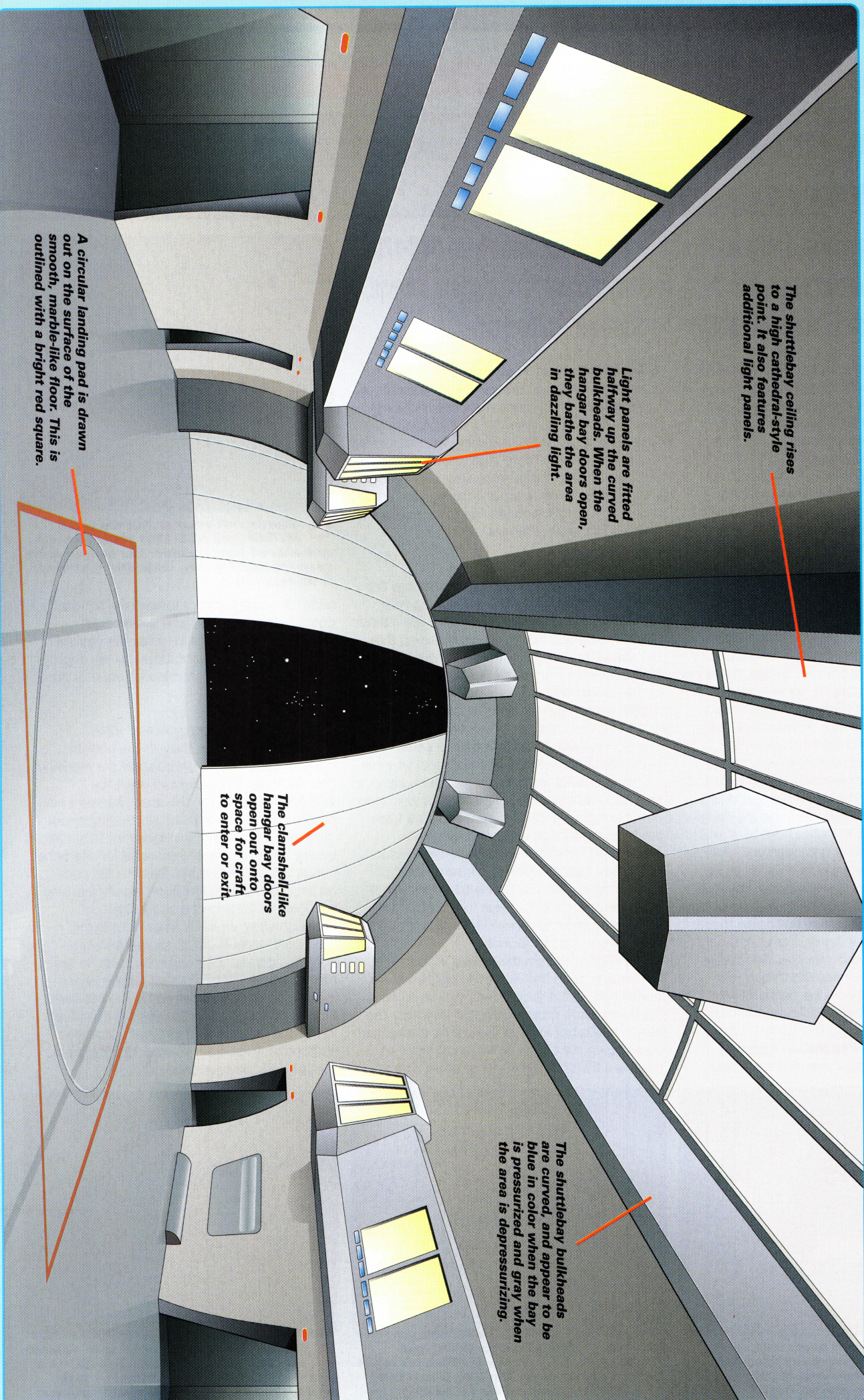
The shuttlebay ceiling rises to a high cathedral-style point. It also features additional light panels.

Light panels are fitted halfway up the curved bulkheads. When the hangar bay doors open, they bathe the area in dazzling light.

The clamshell-like hangar bay doors open out onto space for craft to enter or exit.

The shuttlebay bulkheads are curved, and appear to be blue in color when the bay is pressurized and gray when the area is depressurizing.

A circular landing pad is drawn out on the surface of the smooth, marble-like floor. This is outlined with a bright red square.





SHIP:

U.S.S. ENTERPRISE NCC-1701-E

FACILITY:

SICKBAY

Launched in 2372, the **Sovereign-class U.S.S. Enterprise NCC-1701-E** immediately becomes Starfleet's most advanced vessel yet, incorporating as it does a number of important advances in propulsion, computer systems, and weaponry. In comparison with its **Galaxy-class** predecessor, the new *Enterprise's* decks have been reduced considerably, from 42 to 24, resulting in a lower overall crew complement for Starfleet's flagship vessel.

Medical facilities are vital in maintaining the health and welfare of the personnel serving on board, so **Sovereign-class** vessels have a state-of-the-art sickbay, which, while smaller in size than its **Galaxy-class** counterpart, hosts a number of systems similar to those developed for **Intrepid-class** ships, such as the **U.S.S. Voyager NCC-74656**.

Sickbay is located on Deck 9, in close proximity to the main personnel transporters and the turbolift system. It is staffed by **Chief Medical Officer Dr. Beverly Crusher** and a small, but dedicated, team of **Starfleet Medical** duty officers and nurses. The working environment is similar to that of an **Intrepid-class** starship, being relatively compact while still offering the highest levels of diagnosis and treatment to potential patients.

Entrance is through a double set of red doors, which slide open wide enough to allow a prone patient and medical team to access sickbay at the same time. These doors are reinforced, and designed to withstand considerable physical punishment, allowing the medical team to evacuate the facility in times of hostile takeover. The floor of the entire sickbay consists of a smooth, gray-colored surface, enabling various medical trolleys and gurneys to be wheeled into place as required. This makes the surface easy to clean, contributing to the high standards of hygiene required in a clinical environment.

Sickbay is split into two main areas – a recovery section to the right of the entrance doors, and a surgical unit directly in front of the doors to the rear of the facility. The two areas are separated by a partial wall, which creates a booth in which patients can recover on two **biobeds**, situated side by side.

The biobeds incorporate a number of new modifications, but still function in a very similar

way to their predecessors. Consisting of a flat, gray padded bed, elevated to around one meter off the floor, they have two main readout units built into the head and the foot of the bed. At the head is a large readout display that shows various patient statistics and aids the monitoring of their condition, while a smaller unit at the foot of the bed contains a series of controls and interfaces, allowing the appropriate treatment to be administered.

There are a number of additional readout screens and controls located on the bulkhead walls directly behind the beds, which are set into separate panels with patient information displayed as required. The panel located next to the left hand bed has an additional alert status indicator built into it that flashes when a red alert is declared. A nearby portable trolley holds further scanning equipment and a storage rack for **hypospray** containers; built into the separating bulkhead, adjacent to the left hand bed, is a low level access hatch operated by a small touch-sensitive panel. When opened, the door swings back flat to the rear wall and is large enough to allow access to the inter-deck **Jefferies tube**. This runs along the entire level of the deck, forming an emergency escape route for patients and staff if required.

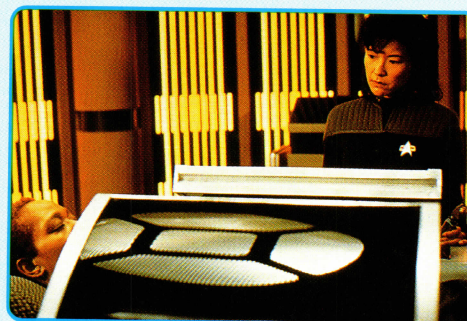
Illumination

Lighting is particularly important within a sickbay, as the level has to be bright enough to allow the medical staff to work, but low enough to remain comfortable for the patients. Illumination is therefore kept at a relatively minimal level, with a series of small wall lights casting a diffuse glow in the recovery area. Far brighter levels are required for surgery, however, so the main operating section has a series of bright sectional white panels, positioned in the center of the semi-circular area directly above the single operating table. The curved wall around the operating table is very similar in design to those used on **Intrepid-class** ships, with a series of gently glowing orange and yellow strips running from half a meter off the floor to the ceiling above.

The operating table is a highly sophisticated single occupant unit, comprising a sectional bed with an adjustable headrest. At around



The U.S.S. ENTERPRISE NCC-1701-E's medical team is led by Dr. Crusher.

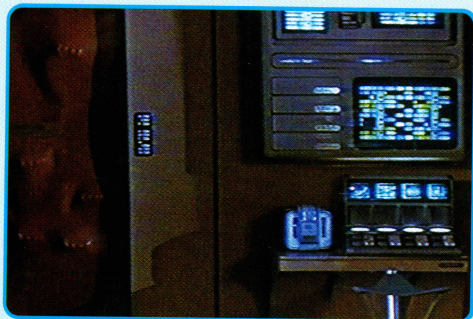


Patients rest on gray padded biobeds during their medical examination.

one meter in height, the table allows the surgeon to operate at a comfortable level; because of the large amount of room within this section, additional staff can assist in a procedure without getting in the way. Trolleys carrying specialist medical systems may be positioned close to the bed, or moved over to the wall separating the operating area from the recovery area, allowing quick and easy access during a medical procedure. The operating table has a raised, rectangular unit on either side of the bed, suggesting advances in surgical biobed technology over the removable shrouds used for operations on **Galaxy-class** vessels.

Holographic doctor

In addition to environmental similarities, there is one particular feature that links **Intrepid-class** and **Sovereign-class** sickbays – the installation of an **Emergency Medical Hologram**, or **EMH**. Designed as a temporary replacement for medical personnel in cases of extreme emergency, the EMH is activated by a vocal command and materializes in front of a projection console to the left of the main doors. The EMH is identical to the system installed aboard *Voyager*; it has the ability to move around the entire sickbay facility, thanks to a series of holographic emitters built into the walls, and can carry out an enormous amount of medical procedures due to its enormous Starfleet database. Regarded with little enthusiasm by Dr. Crusher, the EMH's existence during the attempted **Borg** assimilation of the *Enterprise* in 2372 proves to be extremely advantageous.



The ENTERPRISE sickbay features state-of-the-art equipment.



The ENTERPRISE's EMH acts as a decoy during a Borg invasion of the ship.





U.S.S. ENTERPRISE NCC-1701-E SICKBAY

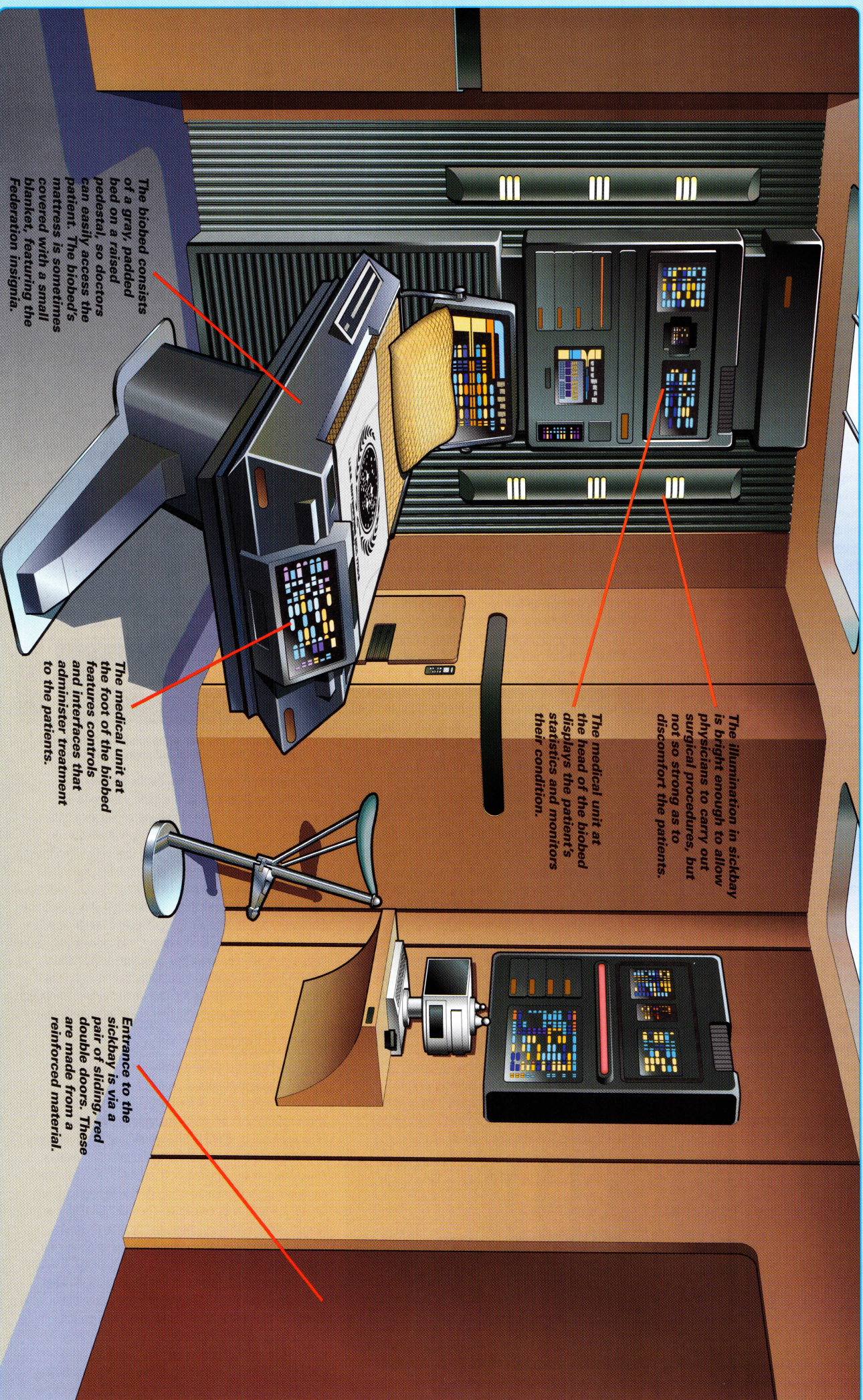
The illumination in sickbay is bright enough to allow physicians to carry out surgical procedures, but not so strong as to discomfort the patients.

The medical unit at the head of the biohed displays the patient's statistics and monitors their condition.

The medical unit at the foot of the biohed features controls and interfaces that administer treatment to the patients.

Entrance to the sickbay is via a pair of sliding, red reinforced material.

The biohed consists of a gray, padded bed on a raised pedestal, so doctors can easily access the patient. The biohed's mattress is sometimes covered with a small blanket, featuring the Federation insignia.



FILE 34 THE KLINGON FLEET

Kronos One

Kronos One sets out from the Klingon homeworld on a rare mission of peace, but its journey ends in disaster when its V.I.P. passenger is assassinated.

K*ronos One*, a **K't'inga**-class **Battle Cruiser** named for the Klingon homeworld, is one of the Klingon Defense Force's most important vessels. As the flagship for **Chancellor Gorkon**, leader of the **Klingon High Council**, *Kronos One* is the leading vessel in the Klingon fleet, although it is also a ship of stark contrasts and inconsistencies. It plays a pivotal role in ending 70 years of war between the **United Federation of Planets** and the Klingon Empire, but also serves as a surprising and painful reminder that the road to peace can take unexpected turns.

In 2293, *Kronos One* sets off on a risky and unprecedented mission of cooperation. In the wake of a cataclysmic explosion at a key energy production facility on the Klingon moon **Praxis**, Chancellor Gorkon concludes that peace with the Federation is imperative to the survival of the Klingon people. The explosion has caused serious environmental damage to the Klingon homeworld, depleting its ozone levels to the point where the supply of oxygen will run out in 50 years. The progressive-thinking chancellor quickly realizes that the Klingons can no longer afford their massive build-up of military forces.

Overtures to peace

Following secret meetings with **Federation Special Envoy Spock**, the chancellor proposes the **Gorkon Initiative**, which calls for the dismantling of **Starfleet** space stations and starbases along the **Neutral Zone** in exchange for the end of hostilities with the Federation. The proposal is met with scorn and mistrust by high-ranking members of both Federation and Klingon governments, though both agree to more talks. *Kronos One* is tasked with bringing Chancellor Gorkon safely through Federation space, so that he can attend a peace conference on Earth regarding his initiative.

In addition to Chancellor Gorkon, *Kronos One* carries a small crew of high-ranking Klingon dignitaries and military personnel. Among them are Chancellor Gorkon's daughter, **Azetbur**; his most trusted military advisor, **Brigadier Kerla**;

and his chief of staff, **General Chang**. Also on the ship are medical staff, security, and engineering personnel. Together, these Klingons make up a formidable military force. The ship is massive in size – its length of 228 meters makes it larger than the average **K't'inga**-class **Battle Cruiser** – and capable of great destruction, as it carries an exceedingly powerful **phase disruptor** armament.

En route to Earth, *Kronos One* schedules a rendezvous at a neutral point with the **U.S.S. Enterprise NCC-1701-A**, which is ordered to escort the Klingon ship the rest of the way through Federation space. *Kronos One* dwarfs the **Starfleet** vessel, and on first sight cuts such an imposing figure on the *Enterprise* viewscreen that the crew briefly contemplate raising shields. Similar **Battle Cruisers** have formed the backbone of the Klingon Defense Force since the 2370's, but this is the first time that one has worked closely with a Federation ship on a peaceful mission.

Diplomatic dinners

The strong unease with which the Klingon and Starfleet crews regard each other is evident during a state dinner held aboard the *Enterprise*, prompting Chancellor Gorkon to sum up the situation by telling **Captain James T. Kirk**, "If there is to be a brave new world, our generation is going to have the hardest time living in it."

Chancellor Gorkon's words prove to be prophetic, for aboard *Kronos One* later that evening one of the darkest chapters in Klingon and Federation history unfolds. After a barrage of **photon torpedo** fire is seemingly launched by the *Enterprise* against *Kronos One*, assassins beam aboard and kill Chancellor Gorkon, as well as several security officers and the ship's surgeon. The torpedo fire knocks out power and the gravity generator on *Kronos One*, resulting in weightless chaos inside the ship. This greatly benefits the assassins, who board *Kronos One* wearing gravity boots and white gravity suits bearing Starfleet insignia. The huge ship is plunged into darkness; its crew members float helplessly off the ground, and *Kronos One* is



The **U.S.S. ENTERPRISE NCC-1701-A** crew do not realize that a cloaked **KLINGON BIRD-OF-PREY** lurks in the shadows beneath the massive **KLINGON BATTLE CRUISER KRONOS ONE**.

unable to answer hails from the *Enterprise* during the surprise attack. When the crew's **disruptor pistols** float out of reach they find they cannot return enemy fire.

In the wake of the attack, *Kronos One* starts spinning out of control. Remaining crew members are able to restore auxiliary gravity and power after the assassins beam out, but it is too late – the Klingons are outraged that they have been betrayed by the Federation. General Chang accuses Kirk of violating the short-lived peace and threatens to use the weaponry of *Kronos One* to destroy the *Enterprise*. The ship comes about and heads directly toward the Federation vessel. Just as *Kronos One* is about to fire, Kirk declines to raise shields and instead signals the surrender of the *Enterprise*.

Shocked and horrified by the carnage, Kirk and **Dr. Leonard McCoy** beam aboard *Kronos One*, unarmed, in an attempt to help, but are instead charged with assassination by General Chang. The damaged but functional ship is then used to transport the prisoners back to the Klingon homeworld, where they are made to stand trial for the murder of Chancellor Gorkon.

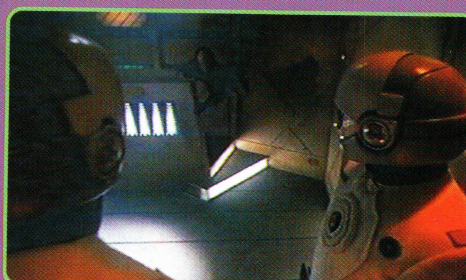
Ultimate peace

Despite being found guilty of murder, Kirk and McCoy's innocence is ultimately assured when Spock and others aboard the *Enterprise* prove that it was a cloaked **Klingon Bird-of-Prey** that fired on *Kronos One*, not the Federation ship. The attack is shown to be part of a larger conspiracy orchestrated by Federation and Klingon officers – including **Admiral Cartwright**, **Colonel West**, and General Chang – to disrupt the peace process and preserve the status quo. Ultimately the conspiracy fails; Chancellor Gorkon's successor, his strong-willed daughter Azetbur, continues his work, and successfully concludes the **Khitomer Accords** with the Federation later in 2293.

In the end, *Kronos One* is historically significant for good and bad reasons. It is the site of a violent attack, but the outrage this causes provides evidence of a previously unheard of ability for Klingons and the Federation to collaborate. Rather than escalating the war, the assassination spurs those in favor of peace to work harder for it. When lasting peace is finally achieved, the Federation and Klingon crew members who witnessed the tragedy aboard *Kronos One* are also present to witness the beginning of a brave new dawn.



aGorkon and his staff discuss strategy aboard **KRONOS ONE**.



Heavily disguised assassins beam aboard the Klingon ship.



KRONOS One

Chancellor Gorkon's ship is well armed and possesses equally impressive defenses, but its dedicated crew are caught unawares by the conspirators' dishonorable attack.

The majority of the habitable areas of a KLINGON BATTLE CRUISER are contained in the ship's relatively small head section.

The BATTLE CRUISER has stubby but relatively large warp nacelles positioned below the ship's main hull.

There is more gray on the hull of KRONOS ONE than on other KLINGON BATTLE CRUISERS, perhaps to make it easily identifiable when flying as part of a fleet.

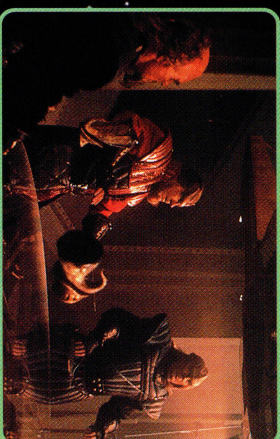
A narrow neck separates the head section of the ship, which contains the personnel areas, from the potentially dangerous warp fields and engineering sections.

The BATTLE CRUISER offers its widest profile from the top, with its broad wings spread wide.

Hull markings clearly identify KRONOS ONE as a ship of the Klingon Defense Force.

Despite its mission of peace, KRONOS ONE is still equipped with the powerful weapons typical of Klingon ships.

Starfleet officers beam across to the stricken BATTLE CRUISER, but they are too late to save the life of the gravely injured Chancellor Gorkon.



The first sign that KRONOS ONE is under attack is when the ship's artificial gravity suddenly fails.



Gorkon and his aides are shot in the zero-g atmosphere, their blood floats out of them in globules.

Klingon D7-type Battle Cruiser



Klingon Bird-of-Prey

The EMH and Seven of Nine

In 2374, the *U.S.S. Voyager NCC-74656*'s Emergency Medical Hologram takes it upon himself to foster Seven of Nine on her journey back to individuality, by tutoring her in the social graces he has acquired over the previous three years. It is the beginning of an unlikely friendship.

The **Emergency Medical Hologram** aboard the *U.S.S. Voyager NCC-74656* is involved with **Seven of Nine's** unique situation from the moment **Captain Kathryn Janeway** takes the radical decision to help the former **Borg drone** rejoin humanity.

The **Doctor** continues to treat Seven throughout the painful physical transformation that follows; Seven has to report for regular examinations as her human systems reassert themselves following years of suppression by her Borg enhancements. After a few weeks, the Doctor pronounces her digestive system fully functional and draws up a list of nutritional requirements, but the hologram soon recognizes that this is not the end of the story. When Seven attends a celebration of the **Talaxian** festival of **Prixin** in the mess hall, she clearly finds the social situation uncomfortable, and the Doctor takes it upon himself to instruct her in the social graces. Given his own education in this area aboard *Voyager*, he considers himself to be the obvious person to play mentor to Seven.

The Doctor's lectures are varied: lesson 6 is 'Beguiling Banter,' lesson 22 is named 'Thanks for the Memories,' lesson 23 is 'Toast of the Town,' and lesson 35 is 'Dancing.' He recommends books by Charles Dickens and encourages his "favorite Borg" to practice smiling. Toward the end of 2374,

they engage in small talk exercises using the **holodeck**, in which the Doctor points out that successful conversation involves letting the other party answer, listening to what they say, and taking one's time.

The Doctor dubs Seven his prize pupil, and proudly watches her progress. They are kindred spirits in many ways: the hologram says that he understands the burden Seven carries of being forced to deal with those who fall short of her excellence. He also simply enjoys her company, and seeks her out when in need of a logical mind.

Remarkable progress

The relationship is mutually supportive. In 2375, the Doctor talks to Seven about her parents, encouraging her to view their personal logs as a way of exploring her childhood. He comforts her when she suffers disturbing hallucinations about the Borg and a raven, and later when she is afflicted by multiple personalities from her time in the collective. He gently

PROFILE ON A FRIENDSHIP

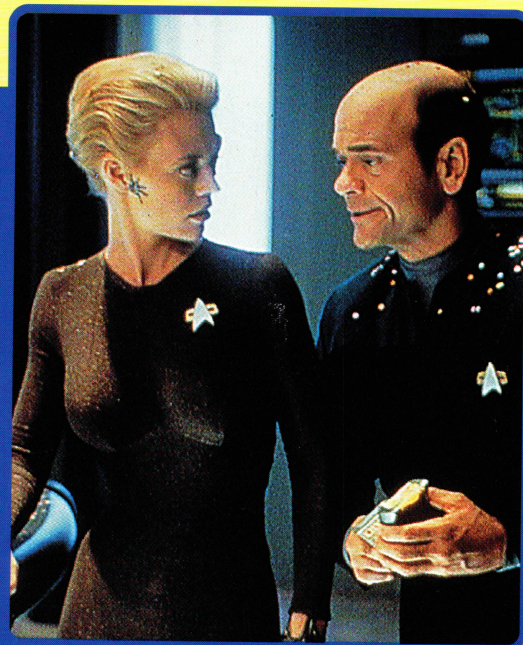
NAME: The Doctor.

LIFE FORM: Sentient hologram.

NAME: Seven of Nine.

LIFE FORM: Human female assimilated into, and later freed from, the Borg collective.

REMARKS: The Doctor has passed his own experience of learning to fit in with humans onto Seven of Nine. His careful nurturing has helped the ex-Borg to develop tentative friendships with members of the *U.S.S. Voyager NCC-74656* crew.



▲ The Emergency Medical Hologram and former Borg Seven of Nine have had to learn how to interact with the crew of the *U.S.S. VOYAGER NCC-74656*.

★ Creative

Hiding from omnipresent **Srivani** experimenters in **Captain Janeway's Da Vinci** holodeck program gives the unaffected Doctor and Seven of Nine their first real chance to work together.



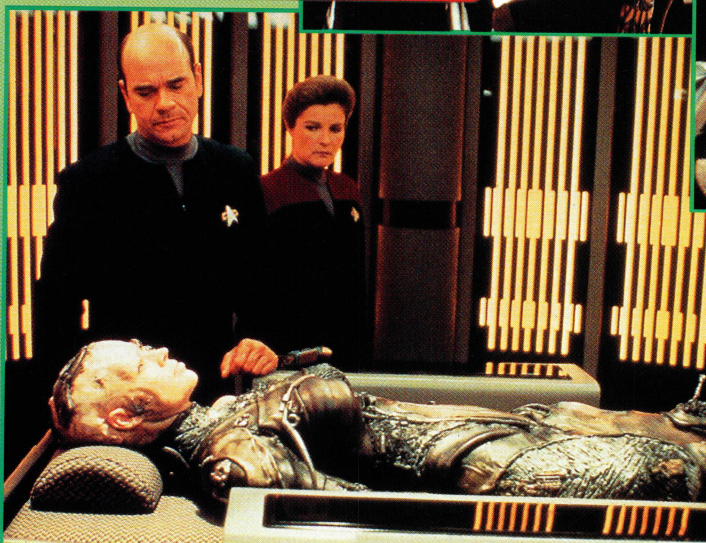
★ The real truth

When Seven believes she has been violated by an arms dealer, the Doctor has to determine whether her memories have been repressed.

★ Forced change

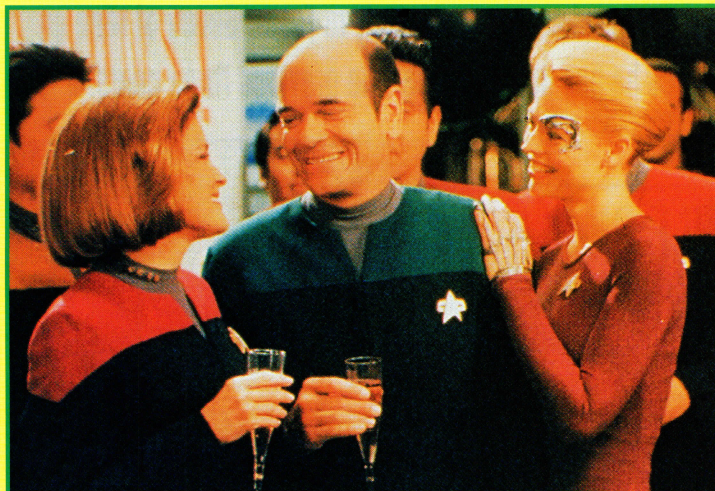
The Doctor's relationship with Seven gets off to a difficult start. Captain Janeway orders him to remove Seven's implants against the Borg's wishes.

DOCTOR AND DRONE



The EMH and Seven of Nine

"You have always been of enormous assistance to me, Doctor. You are my mentor. We are as one." — an intoxicated Seven of Nine to the Doctor



★ Daydream believer

The EMH's experiment with daydreaming casts him as a ladies' man, with Seven foremost among his female admirers.

points out that she is not invincible, and she thanks him for the patience he has shown with her.

Seven admires the Doctor's clear thinking and lack of extraneous emotion. She vigorously argues on his behalf when Janeway intends to rewrite his program, denying him access to a traumatic memory that is creating psychological torment. Seven believes his individuality will be compromised by this course of action: he has evolved past his original programming and should be allowed to confront and reconcile the difficult memories. Janeway eventually acquiesces.

Conflict of interests

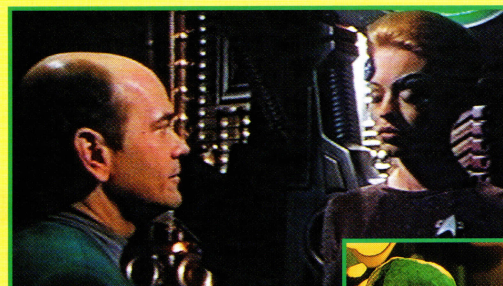
As do all friends, Seven and the Doctor sometimes disagree. In 2374, Seven wants to debrief a survivor of an **Omega molecule** explosion in sickbay and tries to pull rank on the Doctor, but he physically blocks her way as his patient is only barely conscious. He suggests their next social skills seminar be entitled: 'Adding diplomatic flair to future negotiations.'

Later that year they are the only crew members left active while the others wait out passage through a hazardous nebula in stasis. Their isolation means they begin to get on each other's nerves — each complains that the other is becoming more irritable by the day. They interact with holodeck

simulations of the crew to alleviate the feelings, and the Doctor is able to counsel Seven when she starts to hallucinate a malevolent alien.

Mentor and protégée prove a good team time and again when the pressure is on. During the **Hirogen** takeover of the ship, the Doctor is able to use Seven's Borg implants to emit a jamming signal, allowing her to deactivate the **neural interfaces** implanted in the crew. It is the first step toward retaking the ship. They also work together efficiently to expose the **Srivani** infiltration of the vessel.

In 2375, Seven immediately turns to the Doctor when the crew



★ New pupil

Seven is able to put the Doctor's lessons to good use when another Borg drone needs social instruction.

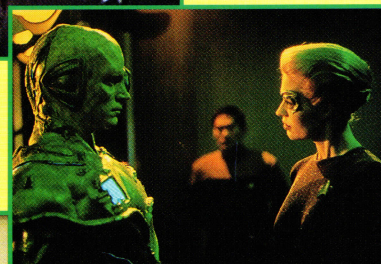


are tricked into believing they have found a wormhole home. They work together to free *Voyager* and another ship from the organism that has snared them.

The one occasion on which their detective work falls flat involves the weapons trader **Kovin**. Seven's discomfort around the man leads the Doctor to employ a therapeutic regression technique that uncovers suppressed memories. He is appalled when Seven recalls that Kovin violated her by extracting some **Borg nanites**. The Doctor reassures his friend that she is a victim and assists her with the psychological trauma she suffers.

★ Unrequited

The Doctor slowly realizes he has fallen in love with Seven of Nine, but knows that his feelings are not reciprocated by the ex-drone.



★ Curiosity

The EMH encourages Seven's interest in the customs and behavior of other races, while tempering her Borg sense of superiority. Seven's curiosity leads her to observe her crewmates.

He never doubts Seven and strongly fights her corner when other senior officers are doubtful. Seven's claims are eventually found to be mistaken, but not before Kovin's fear that he will be found guilty leads to his death. The Doctor is wracked with guilt, but he and Seven help each other through the burden of remorse.

Their friendship goes from strength to strength, in fact. The care that Seven takes when raising the Borg drone **One** — 'created' from her nanites and the Doctor's **mobile emitter** — is a reflection of the Doctor's success in his own role as mentor and tutor.

LESSONS IN LOVE

Dating disaster

The Doctor's relations with Seven take an unexpected turn in 2375 when he develops a romantic attraction to his friend. The seeds are sown when he suggests that she should consider dating to satisfy her interest in mating practices. He is clearly enthusiastic about the prospect and prepares a holodeck lesson plan that includes a chance encounter and a formal introduction. He even fusses over her appearance for her first date.

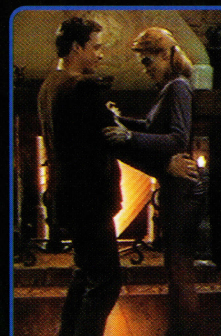
During their quest for a suitable partner for Seven, the Doctor realizes that everything he is telling her about common interests and compatibility applies to him as much as to any of the crew. He acknowledges that they have a rapport, enjoys a dance with her, and even asks her on a 'date' to an official shipboard reception. He admits to Seven that he enjoys her company and feels as though they have grown closer over the last few days. In private, he admits that she has brought light to his day, but finds it difficult to admit the truth to her face.

The Doctor rehearses telling Seven of his feelings for her, but his resolution falls apart when the ex-drone abruptly tells him that there are no compatible partners for her aboard the ship. She does give him a gift, however, so perhaps the future holds something more for the unlikely pair after all.



▲ Gamble

The EMH and Tom Paris have a wager on Seven's romantic potential.



▲ Holodeck date

Seven selects the nervous Lt. Chapman for her first date.

◀ Beginner

Seven dances with Chapman, and later accidentally injures him.

FILE 51 FERengi PERSONNEL

Quark's Family

Quark enjoys a tumultuous relationship with his extended Ferengi family. When push comes to shove he stands by his unconventional relatives, although he usually looks for ways to turn a profit at the same time.

Quark's family has been a source of support and frustration for the ambitious barkeep. During Quark's childhood his father, **Keldar**, appeared to be henpecked by his wife, **Ishka**, daughter of **Adred**; he would often slump in his chair at night, muttering, "I don't know what I'm going to do about that female." In Quark's opinion, the unconventional Ishka dragged his father down; Keldar never made much profit because he was too busy worrying about his wife. It is not until years later that Quark learns it was always Ishka who had the lobes for business; Keldar was sweet and endearing, but inept.

For many years after leaving **Ferenginar**, Quark keeps his distance from his mother, sending her a generous monthly stipend but never visiting. Nevertheless, Ishka's disruptive influence on

★ High status

Quark's extended family includes his bother Rom, the current grand nagus, and Rom's predecessor Zek, their mother's lover.

her son's life knows no bounds. She has the audacity to earn three bars of **gold-pressed latinum** in 2371, and Ferengi tradition holds Quark, as head of the household, responsible for her actions. It takes threats, arguments, and pleading to get his mother to sign even a partial confession. When she later becomes the secret lover of **Grand Nagus Zek**, Quark is at first delighted, but soon becomes appalled when he learns that Ishka is trying to sway the older man to her feminist agenda.

Mother's helper

The worst moment in Quark's relationship with his mother comes when the grand nagus is expelled from **Ferenginar**, after Ishka has talked him into adding an amendment to the **Ferengi Bill of Opportunities** giving females the right to wear clothes. Zek and Ishka escape to **Deep Space Nine**, but Quark's fury at his mother's meddling leads to her suffering a heart attack. Quark is forced to undergo surgical alteration

to resemble a Ferengi female named **Lumba**, so that he can stand in for his mother in an important meeting. His willingness to do this is perhaps the most visible sign of his love for her.

The rescue of Ishka from the **Dominion** in 2374 is another example – although the reward of 50 bars of latinum from Zek does not hurt.

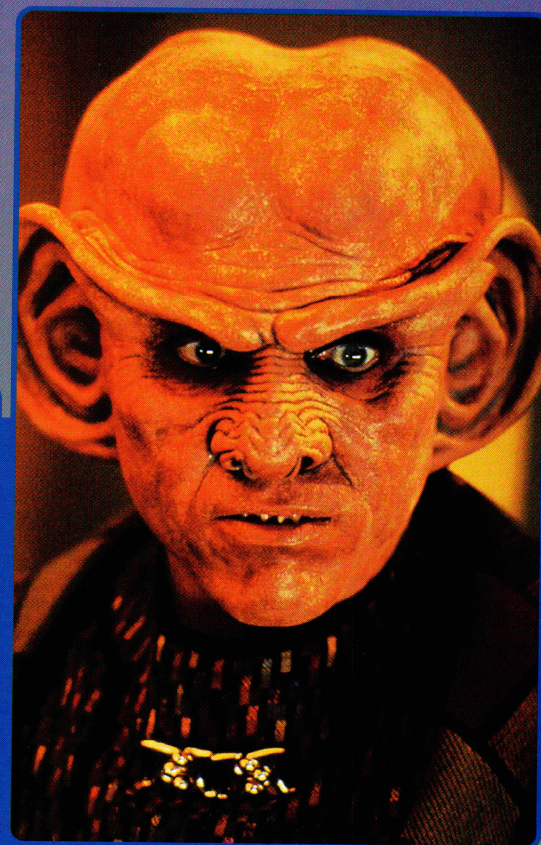
FAMILY PROFILE

PARENTS: Quark's mother, **Ishka**, was much more domineering than other Ferengi females. In contrast, Quark thought his father, **Keldar**, was weak and henpecked.

BROTHER: Rom, Quark's younger brother, was cheated out of all his savings by his first wife. He later marries **Leeta**, a Bajoran dabo girl.

NEPHEW: Quark's nephew, Rom, is the first Ferengi to join Starfleet.

OTHER FAMILY: Grandfather **Adred**; uncles **Gorad** and **Pax** (aka 'Uncle Stinky'); cousins **Gaila** and **Stol**.



▲ Quark has always been close to his domineering mother, **Ishka**, and despite appearances he is also very fond of his younger brother, **Rom**. Quark has worked with several members of his family in his bar on **DEEP SPACE NINE**, although he would still prefer to be as successful a businessman as his cousin **Gaila**.



HAPPY FERengi FAMILIES



★ Family ties

Quark's brother Rom, Bajoran sister-in-law Leeta, and nephew Nog have all worked in his bar.

★ Advantage

Quark is quick to exploit his mother Ishka's romantic relationship with Grand Nagus Zek.



Quark's Family



★ A woman's touch

Quark's family are intrigued to see how well he is able to impersonate a Ferengi female, after the barkeep is forced to take his sick mother's place in a vital meeting.

Fractious relationships seem to run in Quark's family; his relationship with **Rom**, his younger brother, is equally argumentative. Quark takes great delight in belittling Rom both as his employee and his sibling, and he even writes a clause into Rom's contract stating that he is responsible for everything that goes wrong in **Quark's bar**.

When the downtrodden sibling forms a union to protest at Quark's exploitation of his workers, the barkeep is forced to secretly agree to their conditions. He expects his brother to be pleased, but instead Rom quits to work as a junior grade diagnostic and repair technician – a position unlikely to earn him much profit. Rom further stirs his brother's ire by marrying the beautiful **dabo girl** **Leeta** in a marriage ceremony that has no bridal auction, no latinum dances, and, even more to Quark's disgust, where the bride is fully clothed.

Sometimes, however, it is clear that Quark's abrasive manner is nothing but a cover for his concern. When the Dominion takes over **Deep Space Nine** in late 2373, Quark does his best to keep his business profitable, and ignores his brother's involvement with the resistance. When Rom is caught attempting sabotage and sentenced to execution, however, Quark risks his life to rescue his brother from the holding cells.

Bad influence

For many years, Quark sees his young nephew **Nog** as someone he can control and manipulate. He engages the young Ferengi in nefarious schemes and uses the boy for menial work in his bar. When Quark learns that Nog wants to enter **Starfleet Academy**, he makes a play of refusing to encourage or support such an unprofitable action, but nevertheless ferries the boy

"I know he can be headstrong and overbearing, not to mention mean and insulting and rude. But he's not all bad. He works hard. You should see the bar. It's thriving." — Rom about Quark, to their mother Ishka



★ Protective uncle

Quark shows genuine concern for Nog when they are caught up in the siege of AR-558.

to Earth in his own shuttle. The trip also gives him a perfect opportunity to earn some latinum from **kemacite** smuggling on the side.

In 2374, Grand Nagus Zek orders Quark to assess the situation on the frontlines during the **Federation's** war against the Dominion, and so the barkeep joins his nephew on a Starfleet mission to **AR-558**. Despite himself, he wants to protect the young Ferengi; he nearly comes to blows with **Captain Benjamin Sisko** over the decision to send Nog on a dangerous reconnaissance mission. When Nog loses his leg in the fighting, Quark's deep concern for his nephew is apparent.

Quark has an extended Ferengi family in addition to the relatives who live close to him on **Deep Space Nine**. His uncle **Pax** works in waste extraction; as boys, Quark



★ Family rivalry

Quark envies his arms dealer cousin, Gaila, who is so rich he owns an entire moon.

and Rom used to call him "**Uncle Stinky**." Quark also has an uncle named **Gorad**, to whom he owes money, and a cousin named **Stol**.

Another cousin, **Gaila**, is a thorn in Quark's side. The barkeep once loaned Gaila latinum to start up a munitions consortium, and Gaila said in return that, if he became a success, he would buy Quark his own ship. In 2371, Gaila does indeed send Quark a shuttle, named **Quark's Treasure** – but the command sequencer has been sabotaged, possibly by Gaila, and Quark, Rom, and Nog are flung back in time to 20th-century Earth.

Conniving cousin

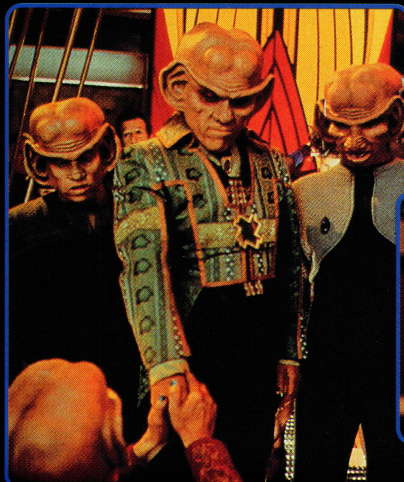
Quark's run-ins with Gaila do not end with this near disaster. When he is banned from doing business by the **Ferengi Commerce Authority**, Quark takes up Gaila's offer to use his **holosuites** as a showroom for illegal weapons. It is easy latinum, and a risk free operation, as no actual weapons have to be brought to the station. Quark revels in the opportunity until it starts to cost him close friends. The barkeep later pays Gaila's fine for vagrancy on **Thalos VI**; in exchange, he wants his cousin's assistance in rescuing Ishka from the Dominion, and promises to split the reward. A little latinum allows Gaila to start anew, so perhaps the cousins consider themselves even.

It is clear that Quark's family will always have an impact on his life. Whether they will ever help him to turn a profit is questionable, but it is clear that for Quark blood is just a little thicker than latinum.

MY BROTHER THE NAGUS

Unexpected appointment

In 2375, Quark thinks his dreams have come true when it appears that Grand Nagus Zek is about to name him as his successor. To Quark's horror it turns out that Zek has actually chosen Ishka's liberal younger son, Rom, to replace him, rather than the more traditional Quark.



★ Privilege of power

Quark mistakenly believes he is set to become the next grand nagus, and starts to exploit his new prestige.



★ The new grand nagus

Quark is shocked to learn that Zek has in fact chosen Rom to be his successor.

★ On his knees

Quark uses his new status to make Brunt, his arch rival, grovel.

Quantum Slipstream Drive

The idea of creating an instant shortcut to anywhere in space is a compelling one. The development of a quantum slipstream drive could make such dreams a reality.

Nearly 300 years after **Zefram Cochrane's** warp drive breakthrough, a second generation starship propulsion technology, called the **quantum slipstream** drive, shatters the standard **warp 9.99** speed barrier. The future suddenly seems clear – quantum slipstream-equipped vessels will traverse the Galaxy in seven months, not 70 years, and neighboring Galaxies will be reached in a single decade, instead of several centuries.

Unfortunately, this grand vision has so far failed to materialize, as fundamental hurdles have conspired to keep the new technology just out of the reach of scientists. The theory behind the quantum slipstream is that a ship will create a temporary, wormhole-like connection from its current location to a desired destination, as part of a routine setting and laying in of a new course. This link is more than an empty, starship-sized tube connecting point A to point B. The **U.S.S. Enterprise NCC-1701-D's** Chief Engineer **Geordi La Forge** compares a quantum slipstream tunnel to a fast-moving river – anything that falls in gets "... swept away by the current."

Putting theory into practice, however, has proved a difficult task. There is currently no power source on a starship that can adequately handle the job. In 2372, experiments conducted by **Dr. Lenara Kahn** prove that wormholes can be artificially generated. Kahn also demonstrates the difficulty of accomplishing such a task, however. Even with state-of-the-art **Federation** hardware and the entire energy output of the **U.S.S. Defiant NX-74205** at her disposal, Kahn's artificial wormhole destabilizes after a few seconds, and the *Defiant* is damaged during the wormhole's explosive collapse.

A vital slipstream attribute, not apparent to the naked eye, is that the tunnel goes through **subspace** without ever actually being in

subspace. Objects inside the slipstream are no longer subject to the laws of conventional subspace physics, because the speed limits associated with Cochrane-type warp engines disappear. Vessels in the slipstream experience velocities 20 times faster than ships moving at maximum warp. The crew of the **U.S.S. Voyager NCC-74656** gaze at this phenomenon first-hand in 2376, after being accidentally dragged into a maze of under-space tunnels maintained by the **Turei** in the **Delta Quadrant**. Even though *Voyager* is not equipped with a slipstream drive at the time, the tunnel propels the ship some 200 light years in five minutes.

Alien technology

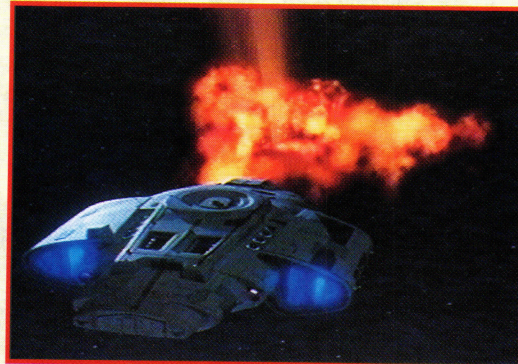
Of the three known successful quantum slipstream drive technology applications, none has operated with a standard warp drive configuration. The first quantum slipstream event occurs in 2369, and is witnessed by the *Enterprise* crew. A **Borg** ship uses a version of quantum slipstream, designated as a **transwarp conduit**, to open a hole in space, enter, and disappear. The Borg power source is undoubtedly assimilated from the same species that developed the transwarp technology.

The second quantum slipstream demonstration comes courtesy of a Delta Quadrant inhabitant named **Arturis** in 2374. He commands a fully functional quantum slipstream starship that is equipped with a never-before-seen power system called a **quantum drive**. Arturis allows **Captain Kathryn Janeway** and her crew to study the ship, but the only thing they learn about the quantum drive is that it does not appear to employ any form of antimatter.

Arturis tries to deceive Janeway with his ship, but the vessel's underlying quantum slipstream technology and mysterious quantum drive still successfully sends it some 15 light years in just



▶ In 2372, Trill scientist **Dr. Lenara Kahn** embarks on an ambitious project to create an artificial wormhole.

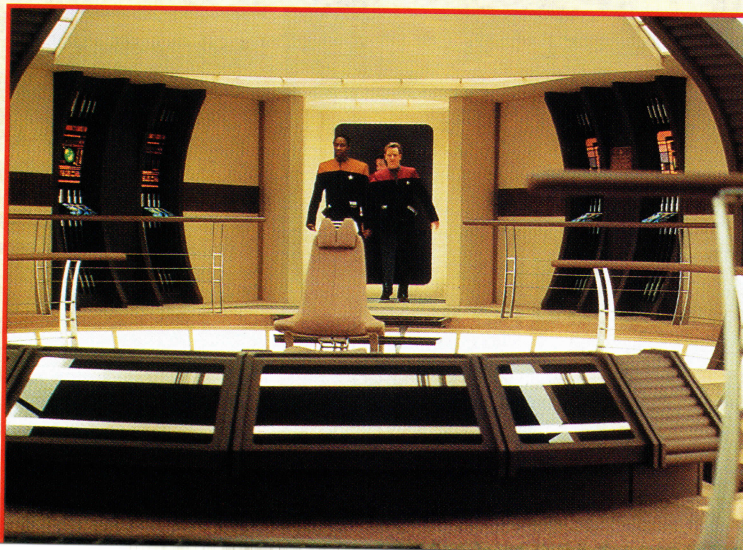


▶ Unfortunately, **Kahn's** wormhole only briefly holds its form before collapsing in a huge explosion that damages the **U.S.S. DEFIANT**.



▶ The Borg's transwarp conduit appears to the crew of the **U.S.S. ENTERPRISE** as an almost tangible tunnel of light in space.

▶ In 2374, a false message directs the crew of **U.S.S. VOYAGER** to what appears to be a Federation starship equipped with a quantum slipstream drive. The vessel is called the **U.S.S. DAUNTLESS**, and has the potential to send *VOYAGER's* crew back home to the Alpha Quadrant within three months.



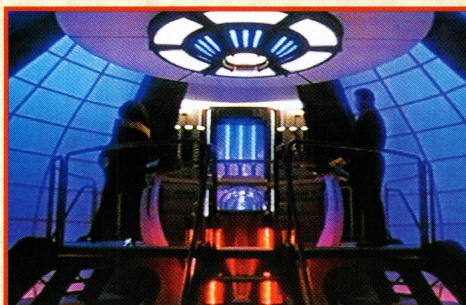
Quantum Slipstream Drive



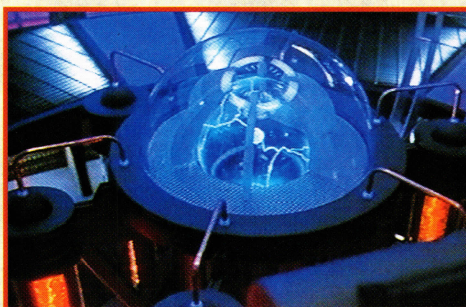
▲ Arturis intends to use his race's quantum slipstream technology to deliver U.S.S. VOYAGER's crew to the Borg.

a few seconds. Whether or not the slipstream can be maintained over an extended period, as Arturis claims, has not yet been confirmed, but since Arturis and his people successfully avoided Borg assimilation for some time, it is more than likely that his slipstream technology is stable.

The third known use of a quantum slipstream drive also involves *Voyager*, soon after the crew's encounter with Arturis. Using *Seven of Nine's* knowledge of the Borg transwarp drive, coupled with information gleaned from Arturis's ship, *Voyager's* engineering staff spend months designing and upgrading their warp drive to meet the power requirements needed to create



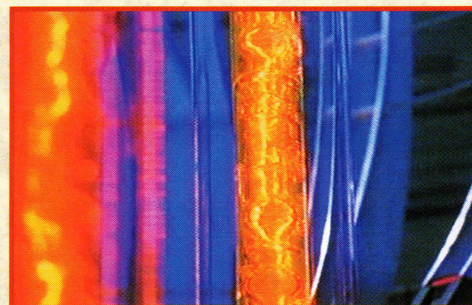
▲ The DAUNTLESS is disguised to appear as a Federation ship, but Starfleet has not actually developed a slipstream drive.



▲ The power system of Arturis's slipstream drive successfully maintains a stable quantum corridor through space.

and maintain a quantum slipstream. They even develop special **benomite** crystals to handle the increased energy load.

Once the issue of raw power is solved, the quantum slipstream is created by routing energy to the ship's **deflector dish**, or **slipstream emitter array**, where the energy is focused to form a **quantum matrix**. From a ship's main viewscreen, the slipstream appears to be a long tunnel, but this is merely a sensor illusion, as bands of energy are being fired from the slipstream emitter array so quickly that they overlap and appear as a solid tunnel. To maintain the quantum slipstream, the energy supply must be uniform and unwavering; the deflector,



▲ The quantum slipstream drive aboard DAUNTLESS incorporates glowing coils along which the energy may travel.



▲ A quantum slipstream drive is temporarily installed on VOYAGER, so that it can pursue Arturis's vessel.

or emitter, must remain precisely aligned and modulated. Any errors, no matter how minute, adversely affect the slipstream, perhaps with catastrophic results.

Destructive potential

An example of such a problem is demonstrated on board *Voyager*. Despite the best efforts of the crew, the new and improved **warp drive** produces a .42 phase variance in the quantum matrix 17 seconds after the slipstream threshold is achieved. This overloads the quantum matrix and nearly destroys the ship. Being thrown out of a slipstream is akin to a person leaping from a fast-moving train.

Even if *Voyager's* warp drive had been up to the task, the ship would have still been in trouble because its structure is not equal to the enormous stresses produced riding the slipstream's rapids. *Voyager's* hull could withstand the stresses only briefly. Improved building materials would help, but the starship's main problem is still a deflector and hull geometry that is simply not compatible with slipstream jaunts. Ultimately, the *Voyager* crew have to abandon their pursuit of quantum slipstream technology.

Pioneering efforts

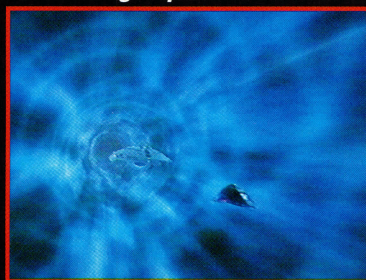
Starfleet scientists will doubtless continue to work on the problems raised by quantum slipstream failures. Eventually, a whole new type of starship may come into being, one designed to accommodate such features as innovative power sources, adjusted field symmetry, and greater subspace torque. Nevertheless, just as ships equipped only with impulse engines still have a vital part to play in **Federation** affairs, no doubt warp drive will remain an important propulsion system, coexisting with future technology.

PREMATURE CELEBRATIONS

Harry Kim's Error

In 2375, U.S.S. *Voyager* engages a quantum slipstream drive, while Harry Kim and Chakotay fly ahead in the *Delta Flyer*, sending back readings that will help the ship to compensate for quantum variables. Kim's miscalculation results in *Voyager* crashlanding on a frozen planet, but a future Harry Kim later sends a warning back in time and saves the crew.

▼ The DELTA FLYER travels ahead of VOYAGER to monitor slight quantum variances.



▲ VOYAGER's crew celebrate their impending return to the Alpha Quadrant thanks to a new quantum slipstream drive.



FILE 69 STAR TREK: THE NEXT GENERATION

STAR TREK: The Next Generation

A-Z Episode Guide Part 4

'FRAME OF MIND'

FILE 69 CARD 140



When **Commander William Riker** is subjected to torture on the planet **Tilonus IV**, he finds his mind consumed by an amateur dramatics production, written by **Dr. Beverly Crusher**, in which he takes the lead role.



'FUTURE IMPERFECT'

FILE 69 CARD 80



Barash, a lonely alien child, includes **Commander Riker** in an elaborate fantasy scenario intended to convince the **Starfleet** officer that he has a son to care for.



'GALAXY'S CHILD'

FILE 69 CARD 88



A young, spaceborne life form starts to wean itself on power from the **U.S.S. Enterprise NCC-1701-D**, after the starship accidentally destroys its mother. To save the ship, **Geordi La Forge** enlists the aid of **Enterprise** designer **Leah Brahms**.

'GAMBIT', PART I

FILE 69 CARD 148



Captain Jean-Luc Picard poses as a smuggler, **Galen**, in an effort to infiltrate a group of mercenaries responsible for raiding several archeological digs. Meanwhile, the **U.S.S. Enterprise** crew investigate the reported death of their captain.



'GAMBIT', PART II

FILE 69 CARD 148



Working undercover together aboard **Arctus Baran's** ship, **Captain Picard** and **Commander Riker** learn that a **Vulcan** isolationist movement is planning to assemble an ancient weapon.

'THE GAME'

FILE 69 CARD 103



Wesley Crusher pays a return visit to the **U.S.S. Enterprise**, only to discover that the crew have been brainwashed by an addictive **Ktarian** game.



'GENESIS'

FILE 69 CARD 162



The crew of the **U.S.S. Enterprise** undergo a bizarre genetic mutation that causes them to revert to an earlier form of their species' evolution. **Captain Picard** is pursued through the starship by a monstrous, devolved version of **Worf**.

'HALF A LIFE'

FILE 69 CARD 94



Ambassador Lwaxana Troi falls in love with **Dr. Timicin**, a scientist whose society expects its elderly citizens to end their lives upon reaching the age of 60.



'HAVEN'

FILE 69 CARD 4

Betazed Lwaxana Troi arrives on the **U.S.S. Enterprise** for her daughter's arranged wedding, but the event is disrupted by the appearance of a **Tarellian Plague Ship**, heading toward the beautiful planet of **Haven**. **Deanna Troi's** betrothed, **Wyatt Miller**, decides to join the dying **Tarellian** crew.



STAR TREK: The Next Generation A-Z Episode Guide Part 4



'HEART OF GLORY'

FILE 69 CARD 19

A group of **Klingon** criminals try to seize control of the **U.S.S. Enterprise NCC-1701-D**, as part of a bid to revive the glorious warrior spirit of the old **Klingon Empire**.

'HERO WORSHIP'

FILE 69 CARD 107



An orphaned child chooses to emulate the emotionless **Lt. Commander Data** rather than succumb to his grief.



'HIDE AND Q'

FILE 69 CARD 10

Q returns to taunt the crew of the **U.S.S. Enterprise**, and offers **Commander Riker** the chance to acquire the powers of a **Q**.

'THE HIGH GROUND'

FILE 69 CARD 59



A terrorist organization attempts to draw the **Federation** into its fight by capturing the **U.S.S. Enterprise's Dr. Beverly Crusher**.



'HOLLOW PURSUITS'

FILE 69 CARD 68

Lt. Reginald Barclay, a socially inept engineer on the **U.S.S. Enterprise**, seeks an escape from reality by immersing himself in a number of **holodeck** scenarios.



'HOMEWARD'

FILE 69 CARD 156

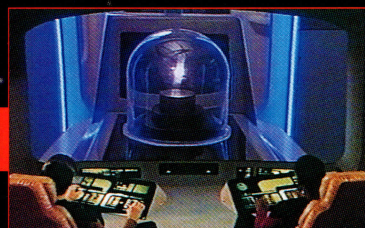


Worf's adopted brother, **Nikolai Rozhenko**, breaks the **Prime Directive** by transporting a group of prewarp humanoids from their deteriorating world to the **U.S.S. Enterprise's holodecks**.

'THE HOST'

FILE 69 CARD 95

A **Trill** ambassador begins a love affair with **Dr. Beverly Crusher**, but when his host body is fatally injured, the symbiont is unexpectedly transplanted into a female.



'HOME SOIL'

FILE 69 CARD 16

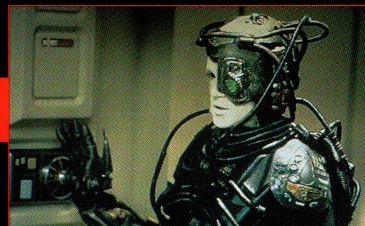


A scientist attempts to terraform a planet that is already home to a **microbrain** silicon life form.

'THE HUNTED'

FILE 69 CARD 58

A perfect soldier leads an uprising that he hopes will make others aware of the plight of his comrades.



'I, BORG'

FILE 69 CARD 119



A rescued **Borg drone** becomes self-aware after being separated from the collective. **Hugh** develops an individual identity after spending time among the **U.S.S. Enterprise** crew.

'THE ICARUS FACTOR'

FILE 69 CARD 39

Commander William Riker's estranged father, **Kyle**, visits the **U.S.S. Enterprise**, where he is also reunited with an old flame, **Chief Medical Officer Dr. Katherine Pulaski**. Meanwhile, Riker must decide whether or not to accept the captaincy of his own starship.



'Prodigal Daughter'

Ezri Dax returns home to search for **Chief Miles O'Brien**, who has gone missing on **New Sydney**. Ezri is not looking forward to seeing her mother again, as her relationship with **Yanas Tigan** was fractious prior to her joining with the Dax symbiont.

'PRODIGAL DAUGHTER'

"That's all right. My family problems aren't as important as finding the Chief. I'll call my mother right away."
— Ezri Dax to Captain Sisko

Chief **Miles O'Brien** still blames himself for the death of **Liam Bilby** the previous year, and he has kept in touch with Bilby's widow **Morica** ever since. When she disappears on the non-Federation world of **New Sydney**, O'Brien decides to track her down, but he soon goes missing as well.

Captain Benjamin Sisko suggests to **Ezri Dax** that her mother might aid in finding the chief, as **Yanas Tigan** is an influential business woman in New Sydney's star system. Yanas agrees, provided Ezri is permitted leave to return home. Ezri does so reluctantly – her family is dominated by her mother's forceful personality. One brother, **Norvo**, is a frustrated artist forced into book-keeping for the family business; **Janel**, the eldest Tigan sibling, has thrown himself more aggressively into the company, but in trying to prove himself has had dealings with the notorious **Orion Syndicate**.

Chief O'Brien is located, rescued from a beating inflicted by Syndicate members, and delivered safely to Ezri's family home. Shortly after the chief's arrival, however, Janel is informed by Syndicate member **Thadial Bokar** that O'Brien is looking for Morica Bilby.

Blackmail

Searching the company records, O'Brien discovers Morica was on the payroll, which Janel admits was the case. During a period of instability the Orion Syndicate offered aid, without which the company would have collapsed. In return they asked that Morica be placed on the payroll as she was owed a pension, but not content with her lot she asked for more money. Norvo was sent to reason with her and, when met with open hostility, he murdered her.

Norvo is arrested; when Yanas asks if she is responsible for the situation, Ezri is unable to answer her mother.

After Norvo is sentenced to 30 years imprisonment, Ezri feels guilty for not taking more notice of her brother's despair when they were growing up. If she had, events might have taken a different turn.

STARSHIP FACTS

Chief O'Brien agrees to inspect faulty mining equipment seemingly beyond the Tigan family's ability to repair. The equipment is being sabotaged by the Orion Syndicate, however.

ON SCREEN...



1 Captain Sisko asks Ezri Dax if she will contact her mother, Yanas Tigan, to request her help in locating Chief Miles O'Brien. Ezri reluctantly agrees.



2 Returning home, Ezri finds her family has changed very little. Yanas still dominates her children, forcing the artistic Norvo into the family firm, along with his brother Janel.



3 Norvo's artistic talents seem ill-suited to a business career, and he is prone to bouts of drunken depression. Ezri suggests he return with her to DEEP SPACE NINE.



4 Miles O'Brien and Ezri examine the family business records. The chief learns that Morica Bilby was on the company's payroll when she was murdered.



5 After seeing how far her mother has pushed Norvo – to the point of murder, in fact – Ezri is unable to comfort Yanas when she seeks reassurance from her daughter.



6 Ezri was so busy trying to escape her family when she was growing up that she failed to notice how Norvo's heart was being gradually chipped away by their mother.



'The Emperor's New Cloak'

Grand Nagus Zek is kidnapped by the mirror universe's Alliance and held for the ransom of a cloaking device. Quark and Rom steal just such a device and cross over into the parallel dimension, where they are soon betrayed by a mercenary version of Ezri Tigan.

'THE EMPEROR'S NEW CLOAK'

"He left her a note saying he was going on a business safari to open new territories for financial exploitation and said he would be back in five days. That was 12 days ago."

— Rom to Quark

Grand Nagus Zek is abducted on a business trip to the **mirror universe** and held for ransom. On **Deep Space Nine**, Quark is paid a visit by the alternate **Ezri Tigan**, who promises Zek's freedom in return for a **cloaking device** delivered to the **Alliance**.

Quark and **Rom** steal the device, but not trusting the Alliance to honor their promise, they accompany Ezri back to the mirror universe. On arrival, they are captured by the **Terran Rebellion**, led by an aggressive **Julian Bashir** and 'Smiley' **O'Brien**. The rebels also want the cloaking device.

After retrieving the valuable technology, the mirror universe version of **Ferengi Commerce Authority Commissioner Brunt** rescues Ezri, Quark, and Rom. They deliver the cloaking device to the Alliance's **Regent Worf**, who in turn frees his predecessor, the mirror **Kira Nerys** known as the **Intendant**. Her machinations, and her relationship with Ezri, have paid off for Worf.

The Regent orders Quark, Rom, and Zek to be executed. Brunt intercedes on their behalf and buys the **Ferengi** some time, but the Intendant later murders him for defying her wishes in front of Ezri.

Saboteur

Unable to configure the cloaking device rapidly enough, the Regent turns to Rom, but once he has rendered it operational the execution orders are repeated. The mirror **Garak** is to carry out the sentence.

The **Defiant** has been tracking the Regent, and is about to be ambushed, but as the Regent's ship decloaks its entire power grid goes off line — Rom sabotaged the system. Meanwhile, Ezri experiences pangs of conscience at Brunt's death, and kills Garak before he can execute the remaining three Ferengi. Without power, the Regent has no choice but to surrender to the Terran rebels.

The Intendant evades capture, but it is still a triumphant homecoming for the rebels. Quark harbours hopes of a relationship with the alternate Ezri, but her preferences are made clear when she warmly greets the mirror version of **Leeta**, so the Ferengi return home to **Deep Space Nine**.

ON SCREEN...



1 Quark is visited in his quarters on board **DEEP SPACE NINE** by an aggressive mirror universe version of Ezri, who brings a message from the grand nagus. This Ezri is not joined with the Dax symbiont.



2 Shortly after arriving in the mirror universe, Quark, Rom, and Ezri are caught up in an attack launched by Terran rebels on **TEROK NOR**.



3 One of the participants in the battle is, to Quark and Rom's surprise, the holographic singer **Vic Fontaine**. In the mirror universe he seems to be real.



4 After Brunt comes to the rescue, Ezri takes Quark, Rom, and the cloaking device to the Regent's ship. Here, the Trill's association with the Intendant is revealed.



5 Awaiting execution, the nagus admits that he accessed the alternate universe from engineering notes Rom left lying around the last time he visited home.



6 After the Terran rebels defeat the Regent, Quark, Rom, and Zek are free to return home. Ezri decides to join the rebel's cause and goes off with Leeta.

STARSHIP FACTS

Quark and Rom are shocked to discover that the mirror universe's Brunt is pleasant, and has a yearning for Ezri that is unreciprocated.



T continued

trans-sonic drill

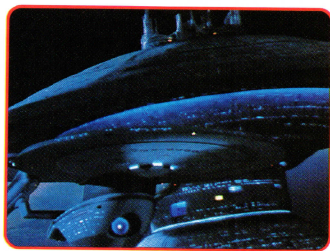
This industrial, ore-mining equipment was used in the **Tigan** family **duranium** mines. **Miles O'Brien** helped the Tigans keep a trans-sonic drill online by noticing that a **52-L secondary input transtator** had been installed instead of a **52-J**. (*Starship Log*: 'Prodigal Daughter' [DS9]) **SEE FILE 70**

transtator

This piece of machinery was at the heart of every important **Starfleet** device for over 100 years. In 2268, **Dr. McCoy** worried that his lost **communicator** would compromise the transtator's secrets after he left it on the planet **Sigma Iotia II**. Performing transtator diagnostics was one of **Harry Kim**'s responsibilities in 2371. (*Starship Log*: 'A Piece of the Action' [TOS]; 'Trials and Tribble-ations' [DS9]; 'Time and Again' [VOY]) **SEE FILES 63, 68, 70, 71**

transwarp

This term was applied to any starship **warp drive** with the ability to exceed standard **Warp 9.99**. In 2285, the **U.S.S. Excelsior NX-2000** operated as a test bed for



Starfleet's failed attempt at pioneering transwarp technology. In 2372, **Tom Paris**, of the **U.S.S. Voyager NCC-74656**, tested a shuttlecraft fitted with a transwarp drive, which allowed him to travel at **warp 10**, an infinite speed that occupies all points in the universe simultaneously. The **Borg** and the **Voth** made use of transwarp propulsion technologies. (*Starship Log*: 'Descent', Part I [TNG]; 'One Little Ship' [DS9]; 'Threshold' [VOY]; *Star Trek III: The Search for Spock*) **SEE FILES 31, 38, 40, 69, 70, 71, 74**

tranya

The favored beverage of **Balok**, which he introduced to **Captain Kirk**, **Dr. McCoy**, and **Lt. Bailey** when they visited his ship, the **Fesarius**, in 2266. Tranya is typically ladled from a large bowl. **Curzon Dax** liked his tranya chilled. (*Starship Log*: 'The Corbomite Maneuver' [TOS]; 'Facets' [VOY]) **SEE FILES 68, 70**

traumatic stress syndrome

This condition stems from excessive trauma and strain; its symptoms include short temper, obsessive thinking, foolhardiness, and insomnia. **Captain Janeway** was diagnosed as suffering from traumatic stress syndrome after fighting the **Krenim** in an unrealized timeline in 2374. (*Starship Log*: 'Year of Hell', Part II [VOY]) **SEE FILE 71**

travel pod

This tiny shuttlecraft was used in dry-dock to maneuver between the orbiting station and various ships being repaired. **Admiral James T. Kirk** and **Chief Engineer Montgomery Scott** used a *travel pod* to dock with the refitted **U.S.S. Enterprise NCC-1701** in 2371. (*Starship Log*: *Star Trek: The Motion Picture*) **SEE FILES 30, 72**



▲ The being known as the Traveler realized that Wesley Crusher had great potential when he first met the boy in 2364.

Traveler

This mysterious humanoid from the planet **Tau Alpha C** could focus space and time. In 2364, he accidentally transported the **U.S.S. Enterprise NCC-1701-D** to **Galaxy M33**. The Traveler expressed an interest in **Wesley Crusher** and became a mentor to the disillusioned young man in 2370. (*Starship Log*: 'Where No One Has Gone Before' [TNG]) **SEE FILE 57, 69**

Travers, Commodore

This hospitable **Starfleet** commander was stationed on **Cestus III**. In 2267, Travers was killed during the **Gorn** attack on the outpost. (*Starship Log*: 'Arena' [TOS]) **SEE FILE 68**

Trayken beast

A **Delta Quadrant** life form that was referred to by the **Hirogen** as a powerful and worthy prey in 2374. (*Starship Log*: 'Hunters' [VOY]) **SEE FILE 71**

Trazko

This **Bajoran** male conspired with **Pallra**, the widow of the chemist aboard **Terok Nor**, to blackmail Bajorans who had collaborated with the **Cardassians** during the occupation. Trazko tried to kill **Quark** on two occasions in 2370. (*Starship Log*: 'Necessary Evil' [DS9]) **SEE FILE 70**

Treaty of Algeron

This accord of disassociation between the **Romulan Star Empire** and the **United Federation of Planets** was negotiated in 2311. The treaty also stipulated that the Federation would not develop cloaking technology. (*Starship Log*: 'The Defector' [TNG]) **SEE FILES 7, 12, 69**

Treaty of Alliance

This document established an era of non-aggression and mutual assistance between the **Federation** and the **Klingon Empire**. The treaty was a direct result of the incident that devastated the Klingon moon **Praxis** in 2293. (*Starship Log*: 'Redemption', Part I [TNG]; *Star Trek VI: The Undiscovered Country*) **SEE FILES 69, 77**

Treaty of Armens

SEE Armens, Treaty of

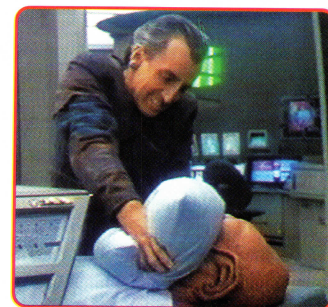
Treen, Ambassador

This apparently sincere representative of the **Kradin** government played a vital part in recovering **U.S.S. Voyager NCC-74656** crew member **Chakotay** from imprisonment and brainwashing by the **Vori** in 2374. (*Starship Log*: 'Nemesis' [VOY]) **SEE FILES 18, 71**

trans-sonic drill
transtator
transwarp
tranya
traumatic stress syndrome
travel pod
Traveler
Travers, Commodore
Trayken beast
Trazko
Treaty of Algeron
Treaty of Alliance
Treaty of Armens
Treen, Ambassador
Trefayne
Trelane, Squire
Trelka V
Trellan crepes
Trellan crocodile
Trellos Vren
Trent
Trentin Fala
Tregar, Gul
Tressa
Trevean
Trevis
tri-magnesite
tri-ox compound
Triacus
tridium



▲ The diminutive commander of the **FESARIUS**, **Balok**, welcomed **Captain Kirk**, **Dr. McCoy**, and **Lt. Bailey** aboard his vessel with a goblet of tranya.



▲ Trazko tried to kill Quark while the Ferengi was recovering in the Infirmary.





Trefayne

This individual was a member of the tripartite **Council of Elders** on the planet **Organia** in 2267. Trefayne reported escalating **Klingon/Federation** hostilities to **Ayelborne**. Like others of his kind, Trefayne was a noncorporeal life form and did not approve of violence. (*Starship Log*: 'Errand of Mercy' [TOS]) **SEE FILES 18, 68**

Trelane, Squire

This powerful, omnipotent being played the part of an 18th-century gentleman to a captive audience from the **U.S.S. Enterprise NCC-1701**, in his castle on the planet **Gothos** in 2267. Trelane released the crew only when he was chastised by his parents for mistreating lower life forms. (*Starship Log*: 'The Squire of Gothos' [TOS]) **SEE FILES 57, 68**



▲ The powerful entity known as Trelane played the part of an 18th-century squire, even giving his guests from the **U.S.S. ENTERPRISE** a musical recital. The squire was later revealed to be nothing more than a spoilt child.

Trelka V

This planet was the location of a **Cardassian-Dominion** starbase in 2375. **General Martok**'s ambitious series of raids that same year began with an attack on Trelka V. A Cardassian vessel succeeded in destroying the **Klingon Bird-of-Prey Malpara** as it left the atmosphere of Trelka V. (*Starship Log*: 'Once More into the Breach' [DS9]) **SEE FILE 70**

Trellan crepes

This dish was enjoyed by the **Ocampa Kes**, and prepared by **Neelix** for her dinner every Wednesday evening aboard the **U.S.S. Voyager NCC-74656**. After a transporter accident merged Neelix and **Tuvok** into one being, **Tuvix** promised Kes he would continue the practice. (*Starship Log*: 'Tuvix' [VOY]) **SEE FILES 43, 71**

Trellan crocodile

Based on a visual inspection of the damage done to **Odo**'s quarters in 2372, **Quark** guessed that the Changeling had become a Trellan crocodile and then gone on a rampage. (*Starship Log*: 'Crossfire' [DS9]) **SEE FILE 70**



◀ Quark found Odo sitting in his ruined quarters, after he had assumed the form of a Trellan crocodile.

Trellos Vren

A name on a crime report that was given to **Kira Nerys** by **Odo** in 2372. After an unsuccessful burglary of the assay office, Trellos Vren tried his hand at pickpocketing – also unsuccessfully. (*Starship Log*: 'Indiscretion' [DS9]) **SEE FILE 70**

Trent

This native of the planet **Angel One** was an aide to **Beata, The Elected One**, in 2364. Being male, Trent was assumed to be less capable, and more emotional, than a woman. (*Starship Log*: 'Angel One' [TNG]) **SEE FILES 18, 69**

Trentin Fala

This **Bajoran** woman washed floors in a **Cardassian** records center to cover her spying activities for the **Shakaar resistance cell**. **Silaran Prin** murdered Trentin with a **remat detonator**. (*Starship Log*: 'The Darkness and the Light' [DS9]) **SEE FILE 70**

Trepar, Gul

This **Cardassian** officer was the powerful leader of the **Fourth Order**. In 2373, during **Tekeny Ghemor**'s **Shri-tal** with **Kira Nerys**, Ghemor revealed Trepar's annoyance that **Gul Dukat** had risen above him. Trepar's aide was **Glinn Borven**. (*Starship Log*: 'Ties of Blood and Water' [DS9]) **SEE FILE 70**

Tressa

This **Drayan** female physically resembled a young girl, but was in fact about to die of old age in 2372. **Tuvok** calmed Tressa's fears until Drayan attendants arrived to guide her to her final ritual. (*Starship Log*: 'Innocence' [VOY]) **SEE FILES 18, 71**

Trevean

A humanoid male, native to the **Teplan** system in the **Gamma Quadrant**. Trevean's clinic provided quick-acting poison so that those in the final stages of the **Teplan Blight** could die free of pain, and with dignity. (*Starship Log*: 'The Quickening' [DS9]) **SEE FILES 18, 70**



Trevis

This anthropomorphic tree holocharacter was from the classic '**Adventures of Flotter**' children's holodeck stories, enjoyed by **Naomi Wildman** aboard the **U.S.S. Voyager NCC-74656** in 2375. Trevis considered **Flotter T. Watter** his pal, since Flotter provided rain – a good thing for trees. (*Starship Log*: 'Once Upon A Time' [VOY]) **SEE FILE 71**

◀ The holocharacter Trevis was the personification of a tree in a series of popular children's stories and holodeck scenarios.

tri-magnesite

This chemical is known for the bright light it produces when exposed to **trevium**. Tri-magnesite satellites were considered while seeking a method of introducing intense light across the planet **Deneva**, to rid it of a **neural parasite** infestation. The proposal was ultimately rejected, however. (*Starship Log*: 'Operation: Annihilate' [TOS]) **SEE FILE 68**

tri-ox compound

This injectable substance supplies oxygen to humanoid bodies in environments that lack sufficient amounts of the chemical. **Dr. McCoy** gave **Captain Kirk** a tri-ox compound in 2267 to compensate for the planet **Vulcan**'s thin atmosphere. Tri-ox compounds remain in use in the 24th century. (*Starship Log*: 'Amok Time' [TOS]; 'The Sound of Her Voice' [DS9]; 'Rise' [VOY]) **SEE FILES 68, 70, 71**

Triacus

This world was where the **Starnes Expedition** personnel and their families settled in 2268. Unfortunately, it was also home to the **Gorgon**, an evil entity who killed the adults and then tricked the children into carrying out its plans. The children believed the Gorgon to be a friendly angel. (*Starship Log*: 'And the Children Shall Lead' [TOS]) **SEE FILES 58, 68**

tridium

This metallic compound was discovered in the asteroids that threatened a **Nezu colony** with destruction in 2373, suggesting that they had been fabricated at the hands of the **Etanian Order**. (*Starship Log*: 'Rise' [VOY]) **SEE FILE 71**

T continued

Trialus star system

This location in the **Gamma Quadrant** was where the planet **Meridian** appeared out of a noncorporeal state every 60 years. (*Starship Log*: 'Meridian' [DS9]) **SEE FILES 18, 70**

triangular envelopment

A classic tactical opening move. **Commander Riker** recognized the triangular envelopment posture when three **Talarian warships** moved in to surround the **U.S.S. Enterprise NCC-1701-D** in 2367. (*Starship Log*: 'Suddenly Human' [TNG]) **SEE FILE 69**

trianic energy beings

These noncorporeal life forms consume **bioneural** energy to sustain themselves. In 2371, a collection of trianic energy beings, calling themselves the **Komar**, were found existing in a **Delta Quadrant** dark-matter nebula. (*Starship Log*: 'Cathexis' [VOY]) **SEE FILE 71**

trianoline

This medical treatment is used to revive a patient from a blunt-force trauma. Trianoline was the first medical order given by the **U.S.S. Voyager NCC-74656**'s **EMH** upon activation in 2371. (*Starship Log*: 'Caretaker' [VOY]) **SEE FILES 56, 71**

triaxilation

A method of organizing masses of indecipherable sounds or words together in order to build a translation matrix. Language specialist **Arturis** applied triaxilation to decipher a damaged data stream from **Starfleet** that was received by the **U.S.S. Voyager NCC-74656** in 2374. (*Starship Log*: 'Hope and Fear' [VOY]) **SEE FILE 71**

tribble

These affectionate, hermaphroditic animals resemble a fur-covered ball. They are born pregnant and reproduce with amazing rapidity. Tribbles were responsible for helping **Captain Kirk** expose a **Klingon** plot to poison a shipment of **quadrottricale** grain in 2267. Klingons have a deep hatred of tribbles, and in the latter half of the 23rd century they hunted them to extinction. **Captain Sisko** and his crew revived the tribble population in 2373, when they inadvertently transported a number of the creatures to **Deep Space Nine** from the 23rd century. (*Starship Log*: 'The Trouble with Tribbles' [TOS]; 'Trials and Tribble-ations' [DS9]) **SEE FILES 18, 58, 68, 70**



In 2373, tribbles were reintroduced to the Alpha Quadrant by the U.S.S. DEFIANT crew. The creatures soon overran the station, including Quark's bar.



The Meridians only materialized in the Trialus star system every 60 years. The rest of the time their planet existed in a noncorporeal state.

tribnel root

This ingredient was used in a pregame health tonic that **Quark** offered **Dr. Bashir** before his racquetball match with **Chief O'Brien** in 2370. (*Starship Log*: 'Rivals' [DS9]) **SEE FILE 70**

tricardial diagnostic

A type of medical exam. In 2375, when **Seven of Nine** manifested the personality of a **Ferengi** who was once assimilated by the **Borg**, she asked for a free tricardial diagnostic while being taken to sickbay. (*Starship Log*: 'Infinite Regress' [VOY]) **SEE FILE 71**

triceron

This volatile material was employed in explosive devices in the 24th century. Traces of triceron, and a **molecular-decay detonator**, were found during the forensic investigation of an explosion on **K'mpec's Klingon Attack Cruiser**. (*Starship Log*: 'Reunion' [TNG]) **SEE FILE 69**

triclenidil

This mood and sensory-altering chemical was developed by the **Angosians** for their soldiers during the **Tarsian War**. The effects of triclenidil were irreversible, leaving Angosian society with a permanent class of violent, disaffected citizens. (*Starship Log*: 'The Hunted' [TNG]) **SEE FILE 69**

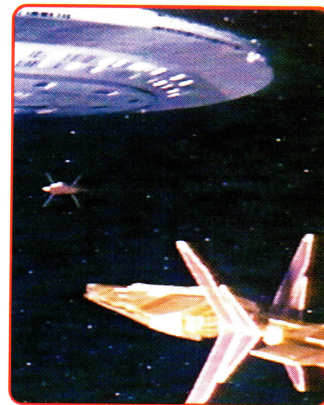
tricobalt device

This extremely powerful explosive has been in use for over 100 years by a number of advanced civilizations. The **U.S.S. Enterprise NCC-1701** was said to have been destroyed with a tricobalt explosive in a simulated attack while in orbit of the planet **Eminiar VII**. An older **Arne Darwin** attempted to murder **Captain Kirk** with an explosive **tribble** containing a tricobalt warhead after returning to the year 2267. The **U.S.S. Voyager NCC-74656** used tricobalt explosives to destroy the **Caretaker's Array** in 2371. (*Starship Log*: 'A Taste of Armageddon' [TOS]; 'Trials and Tribble-ations' [DS9]; 'Caretaker' [VOY]) **SEE FILES 18, 29, 68, 70, 71**

tricorder

These handheld sensor devices are used by **Starfleet** personnel to gather data on a multitude of subjects, from planetary conditions to alien life forms. Tricorders are also used as diagnostic tools by engineering teams. Medical staff use dedicated tricorders for detailed diagnosis of ailments, and a **psychotricorder** was commonly used in the 2260's to evaluate mental health. (*Starship Log*: 'The Cage' [TOS]; 'Encounter at Farpoint' [TNG]; 'Emissary' [DS9]; 'Caretaker' [VOY]) **SEE FILES 65, 66, 68, 69, 70, 71**

Trialus star system
triangular envelopment
trianic energy beings
trianoline
triaxilation
tribble
tribnel root
tricardial diagnostic
triceron
triclenidil
tricobalt device
tricorder
tricordrazine
tricyanate
Trieste NCC-37124, U.S.S.
trigemmic vapors
Trilar Peninsula
trilaser connector
trilithium
Trill
Trill Rite of Closure
trillium
trillium 323
trimetric fracture
trinary syntax
trinimbic



The triangular envelopment strategy was used by three TALARIAN WARSHIPS against the U.S.S. ENTERPRISE. The incident occurred during a custody battle for Captain Ender's adopted human son Jono.



Angosian soldiers were primed for battle with the chemical called triclenidil. Unfortunately, the effects proved to be long-lasting.



tricordrazine

This medical stimulant is administered with a **hypospray**. In 2365, **Commander Riker** was given tricordrazine to combat neural damage. (*Starship Log*: 'Shades of Gray' [TNG])

SEE FILE 69

tricyanate

This purple, crystalline mineral worked as a slow-acting toxin if ingested. **Beta Agni II**'s water supply was contaminated with artificial tricyanate in 2366. **Hytritium** is the only substance known to nullify tricyanate. (*Starship Log*: 'The Most Toys' [TNG])

SEE FILE 69

Trieste NCC-37124, U.S.S.

Data was assigned to this **Merced-class Federation** starship prior to joining the crew of the **U.S.S. Enterprise NCC-1701-D** in 2364. (*Starship Log*: '11001001' [TNG])

SEE FILE 69

trigemetic vapors

This fog-like suspension of irritants are found in the atmosphere of some primeval **Class-M** planets. Trigemetic vapors containing amino acids and proteins acted as sustenance to an alien hatchling on **Planet Hell**, but caused **Neelix** and **Tom Paris** to suffer skin rashes. (*Starship Log*: 'Parturition' [VOY])

SEE FILE 71



◀ A spacefaring race deposited their young on **Planet Hell**. The hatchlings were nourished by the planet's trigemetic vapors.

Trilar Peninsula

This geographic formation on the planet **Bajor** was the subject of a heated debate between **Major Kira Nerys**, **Minister Rozahn**, and other bureaucrats in 2370. Kira was concerned that the Trilar Peninsula's irrigation needs were being neglected. (*Starship Log*: 'Sanctuary' [DS9])

SEE FILE 70

trilaser connector

Dr. McCoy used this medical tool, along with the advanced medical resources of the planet **Sigma Draconis VI**, to reunite **Spock's** brain with his body in 2268. (*Starship Log*: 'Spock's Brain' [TOS])

SEE FILE 68

trilithium

The destructive capabilities of this unstable compound were tested by the **Romulans** for weapons use. **Tom Paris** and **Harry Kim** of the **U.S.S. Voyager NCC-74656** were wrongly imprisoned, in 2373, after a trilithium-based explosive destroyed an **Akritiri** facility. The presence of trilithium isotopes on the **Bajoran** moon **Derna** in

2375, revealed that the Romulans were storing **plasma torpedoes** in their medical installation. Trilithium resin is a warp engine emission of matter/anti-matter and **dilithium**, and is even more volatile. (*Starship Log*: 'Starship Mine' [TNG]; 'For the Uniform' [DS9]; 'The Chute' [VOY]; *Star Trek Generations*)

SEE FILES 12, 18, 43, 53, 60, 69, 70, 71, 78



◀ In 2371, **Dr. Tolian Soran** used several kilograms of stolen Romulan trilithium in his attempt to defuse first the **Armagosa** star, and then the **Veridian** star.

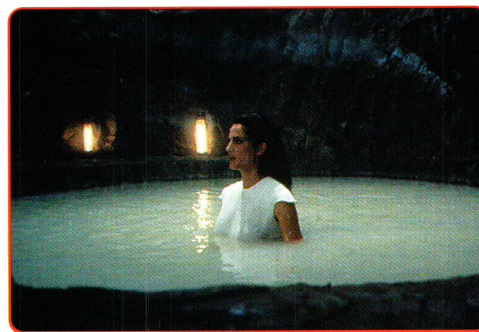
Trill

This humanoid species are notable for the two distinctive columns of spots that start at their temple and continue down the body. A small percentage of Trills are selected by the **Trill Symbiosis Commission** to join with a **symbiont**. Trill hosts gain the knowledge of many life times, and know that their own experiences will continue with the symbiont long after their death. Located less than 40 hours away from **Deep Space Nine**, the **Class-M** Trill homeworld contains unique geographical wonders like ice cliffs, the **Caves of Mak'ala**, and purple oceans. A small percentage of the Trill population, such as **Ambassador Odan**, have subtle facial ridges instead of the more

common spots.

(*Starship Log*: 'The Host' [TNG]; 'Emissary' [DS9])

SEE FILES 9, 68, 70



◀ The resurfaced memory of a forgotten host forced **Jadzia Dax** to return home to **Trill**. She recovered in the symbiont pools.

Trill Rite of Closure

SEE zhian'tara

trillium

A semi-precious stone. When the **Klingons** arrived on the planet **Organia** in 2267, **Spock** disguised himself as a **kevas** and trillium merchant. **Arne Darvin** used the same play when he was beamed aboard the **U.S.S. Defiant NX-74205** in 2373. (*Starship Log*: 'Errand of Mercy' [TOS]; 'Trials and Tribble-ations' [DS9])

SEE FILE 68, 70

trillium 323

This valuable ore was abundant on the planet **Caldonia** in the 24th century. **Devinoni Ral** secured the trillium 323 rights from the **Caldonians**, and added it to the **Chrysalian's** bid for the **Barzan** wormhole in 2366. (*Starship Log*: 'The Price' [TNG])

SEE FILE 69

trimetric fracture

Aliens from **chaotic space** explained that the **U.S.S. Voyager NCC-74656** entered their region through a trimetric fracture at the 18th dimensional gradient, where normal and chaotic space intersect. (*Starship Log*: 'The Fight' [VOY])

SEE FILE 71

trinary syntax

This term applies to the manner in which information is organized and presented in **Starfleet** computer systems. In 2374, linguistic expert **Arturis** said he could translate computational languages, algorithms, and trinary syntax with ease. (*Starship Log*: 'Hope and Fear' [VOY])

SEE FILES 58, 71

trinimbic

This severe upper atmosphere weather activity is common to **Class-L** planets. Trinimbic interference obstructs sensor-gathering activities, while trinimbic turbulence can push even a large vessel off course.

(*Starship Log*: 'The 37's' [VOY])

SEE FILE 71



◀ The **U.S.S. VOYAGER NCC-74656** was thrown off-course by trinimbic turbulence and landed on the 37's planet.